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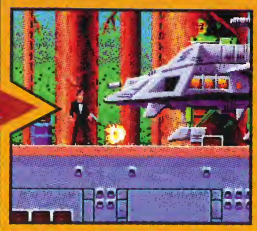
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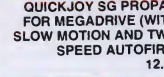
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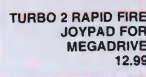
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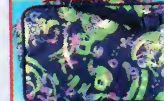
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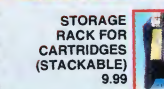
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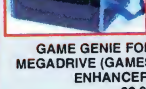
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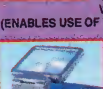
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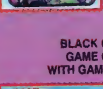
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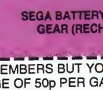
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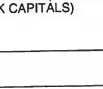
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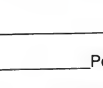
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OOP YER WAY

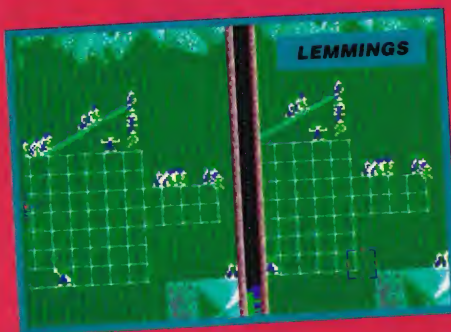
A trip to Virgin in Cardiff gives us an idea of what you 'orrible lot think about advertising and hype.

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We check out all the best brain games.

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MEGA PHONE

We mercilessly take the piss out of even more of your badly written and unintelligible letters. Any intelligent comments will be gladly received!

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CHANGING THE WORLD?

We look into the way that the video games industry is different in Japan to the rest of the world and how it could affect us.

PLAYERS' GUIDES



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BACK TO THE FUTURE III75

A page of tips to help you out with this newly released film tie-in. A bugger of a game made easy!

CORPORATION82

A complete guide to the most infuriatingly difficult game to be released in a long time. All the maps and tips you'll need!

GALAHAD78

Help Galahad through the third and most difficult level with these maps and playing tips.

SONIC 266

A stonking nine pages of playing tips for Sonic 2 so you've got absolutely no excuse for failing to be an expert at it!

THUNDER FORCE IV76

All the tactics you'll ever need to get through every level and beat the guardians in this recent official release.

MEGA-CD

Another peek at how the Mega-CD will change Mega Drive gaming. This month the US CD unit is launched with a wad of new games.

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LOTUS TURBO CHALLENGE

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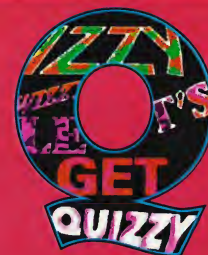


UNIVERSAL SOLDIER

60



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SPECTRAVIDEO JOYPAD COMPO PAGE 16

Spectravideo has provided us with loads of pads and controlling thingies to give away. Fancy a Pro II, a Freewheel or a Footpedal controller? If you do turn to page 16.

SANTA'S CHOICE

Puzzled as to what to lay out the cash for this Christmas? We chat to none other than the Big Guy himself as he tells us what's going to be big this Crimbo. It's all on page 22.

JAMES BOND: THE DUEL

Domark's latest release is given a full review on page 48. Could it revitalize interest in the now ageing crime-busting spy?

THE COMPLETE MEGA FILE

The most up-to-date list of Mega Drive games anywhere. If you need to know anything about a certain game turn to page 90 to find out everything you could want to know!



CLASSIFIEDS

Buy, sell or swap any goodies in our free to use classifieds section. Simply fill in a form and we'll sort out the rest. Check it out on page 89.



STREET FIGHTER II

After months of speculation and rumour regarding the Mega Drive version of Street Fighter II we can now reveal that it is due sometime around February or March next year. This whopper of a cartridge is set to be one of the most impressive games released on the Sega system.

It would seem that due to the poor sales of the Mega-CD, Street Fighter II will be released on a 16 meg cart (only the third of its kind after Landstalker and Streets of Rage II) and may be marketed with a special edition six button Sega joypad!

We're informed that the MD version will be the Street Fighter II: Championship Edition as opposed to the standard SNES version. So you'll be able to pit all of the fighters against themselves, as well as being able to control any of the bosses!



STREETS OF RAGE II

With the fuss about Street Fighter II it's easy to forget about Sega's upcoming biggy – Streets of Rage II. Due for release in Japan (under the moniker Bare Knuckle 2) any day now, this 16 meg cartridge promises to be significantly better than the previous game.

It will include four characters to play with; Axel, Blaze, Max and Eddie. Also included are all the basic moves from the original game, along with a number of Street Fighter-style moves.

Set for release on import in December and officially in February this is one to watch for!



MONKEY ISLAND

Due to be released in the States as you read this, the hilarious adventures of Guybrush Threepwood are making their way across to the Mega-CD.

One of the most popular computer adventures of recent years, this excellent icon driven quest is filled with gorgeous backdrops and animation and should have some superb music and speech pulled in off CD.

If you've bought a Mega-CD this is without a doubt one of the games that you have to have a copy of. Make sure that the version you buy will work on your system before you commit yourself though!

SONIC SUPERSTAR

We can look forward to a serious dance recording by none other than Sonic the Hedgehog. This comes after the recent chart success of MC Mario and the overwhelmingly crap Marioland single. Nothing like jumping on a bandwagon is there? Apparently the Sonic single should be out sometime in November ready for Christmas.

On top of this, there is also the upcoming Sonic cartoon series which is currently going down an absolute storm over in the States. Following the adventures of our spiky hero in his quest to defeat the evil Dr Robotnik, the series should hit British TV sometime next year.



HOME VR COURTESY OF SEGA?

It seems that Virtual Reality is the way ahead for home entertainment in the future. Although Sega denies the existence of any plans to replace the Mega Drive in the next few years, it has been announced within the VR trade that a relationship has been formed between Sega Enterprises and General Electric Co.

GE has long been responsible for military training simulation landscapes and its work has included both combat and space simulation software.

Although initially it seems likely that the technology will be used in Sega's next generation arcade machines, there are rumours of a high-powered home based console. Could this be the much fabled Giga Drive? See next month's issue for more exclusive info.



SUPER STAR WARS

Green with envy about the upcoming SNES version of Super Star Wars? Well, rumours are currently kicking about that JVC has a rather splendid Mega-CD version of the game up its sleeves.

Set to utilize all of the excellent graphics handling of the CD unit, we can expect to see all sorts of fancy scaling and rotation to make this one of the most impressive film licences ever! Watch this space for more news as we get it.



SUPER SHINOBI III

Another Shinobi game from Sega is set for Japanese release on 11 December. The new game which is on an 8 Meg cart, is set to be considerably larger than previous incarnations. Expect it to be much more of an adventure than a platform beat'em-up and it should have some splendid graphics.

NO SONIC 2 BUNDLE

Sega has announced that under no circumstances will you be able to buy a Mega Drive and Sonic 2 in the same bundle in at least the next 12 months.

It was rumoured that Sega would have used Sonic 2 to sell the Mega Drive in France at least, but this has been flatly denied. "We will not be making a move for 12 months, possibly longer," commented Nick Alexander, MD of Sega Europe. You'll just have to rush out and buy it instead!

SEGA MOUSE

Sega is set to launch the first mouse for the Mega Drive. Aptly named the Mega Mouse, this rather smart gloss-black two button mouse is being marketed in



Japan as an enhancement for Mega-CD games.

With the recent surge of God-style games such as Populous and Mega-lo-Mania it is becoming more and more apparent that the standard joypad has a number of drawbacks when it comes to zipping a cursor around the screen.

Games for the Mega Drive (especially in Japan) are becoming much more akin to 'computer' games than just straight arcade games, and with the imminent release of games such as Monkey Island, Police Quest, Rise of the Dragon and Kings Quest V, a mouse is becoming more and more of a necessity.

We should see the Mega Mouse appear when Sega releases the Mega-CD officially next Easter. However, if you're desperate to get your hands on one now, many of the grey importers should start getting stocks in soon.

HUMANS

After the immense popularity of the lemmings, Gametek has seen fit to jump on the bandwagon with its corking new title: Humans. Take control of the human race as it puzzles its way through everyday problems such as finding food and creating weapons.

Apparently the whole thing is icon controlled (just like Lemmings) and has loads and loads of levels for you to battle through.

No official UK release is set as yet but it will more than likely appear in the first quarter of next year.



TINY TOONS ADVENTURES

Konami is putting together a Mega Drive version of its superb Tiny Toon platform game.

You play the part of Buster Bunny as you run through level after level of meanie guarded areas, collecting carrots and saving your pals from the bosses.

Obviously intended to compete with games such as Mickey's World of Illusion and Sonic 2 the game promises to have cartoon quality sprites and beautifully drawn backgrounds.

All being well it should be released during the first quarter of next year. The battle of the cartoon characters commences!

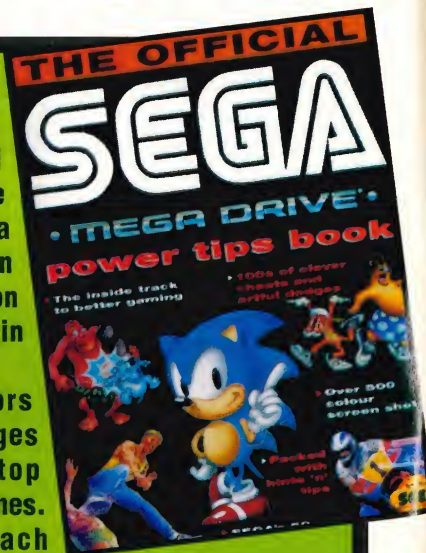
OFFICIAL SEGA TIPS

Watch out for the snappily titled Official Sega Mega Drive Power Tips Book. Sega has decided to jump on the tips book bandwagon by commissioning Virgin Books to produce it.

Inside, the authors have devoted two pages each to 50 of the top official Mega Drive games. Hints and tips for each game will be given, although not the full solutions.

The book also includes four pages of small cheats and tips, although the quality of these does seem to vary somewhat.

Available from all good bookshops at £9.99.



WHO THE HELL IS BUBSY?

Accolade is set to release its first 16 Mbit Mega Drive cart under the Ballistic label. Bubsy is a new kind of superhero, in fact he's a cat! Following in the tradition of Sonic and Taz-Mania, Bubsy in: Claws Encounters of the Furred Kind is one of those fast moving well animated games that is sort of platform, but not really.

Slopes, waterslides and so on are all used in what almost looks like the real world. Bubsy's character uses 40 frames of animation to represent all his movements.

He also speaks it seems, with phrases like "Ah-ooga!" and "Fluff Dry!", making him one of the first video game characters to actually speak.

It's due for release next March.



CHARTS

SUPPLIED BY

- ★ 1 Speedball 2
- ★ 2 NHLPA Hockey
- ➡ 3 Euro Club Soccer
- ➡ 4 Alien 3
- ★ 5 LHX Attack Chopper
- ➡ 6 Desert Strike
- ➡ 7 Alex Kidd Enchanted
- ➡ 8 World Cup Italia
- ➡ 9 Senna Super GP
- ★ 10 Evander Holyfield

GAME

New Entry ★ Non Mover ✕

Risen ➡ Re-entry 🔵 Fallen ➡

TURTLES ON MEGA DRIVE

The Mega Drive version of Teenage Mutant Ninja Turtles: The Hyperstone Heist is currently in development at arcade ace, Konami.

As you are undoubtedly aware this will be the first Turtles game on the Mega Drive and also the first game from Konami who until now has only developed Super Nintendo cartridges.

In keeping with the Turtles arcade machines this is a scrolling beat'em-up for one or two players where you play any of the four pizza munching dudes.

The game promises to have arcade quality graphics and sampled sounds, so we should be in for a real treat! Watch out for more details in a preview soon!



CAPTAIN AMERICA AND THE AVENGERS

Comic strip heroes are certainly popular at the moment! Data East is set to unleash its platform beat'em-up onto the market to celebrate the much maligned character, Captain America.

The game includes all of the Marvel comic strip's most famous enemies and is being hyped as the most accurate 'picture perfect' comic tie-in.

For all the hype though, it looks just like Double Dragon to us. Still, expect to see it on UK shores in March '92.



TURBO TOUCH 360

Hot on the heels of the Game Genie, Hornby Hobbies is about to release a controller that may revolutionize joypad design as we know it. Then again...

REVIEW

We wouldn't normally devote a whole page to a mere joypad but this one has the potential to be special. Instead of your standard directional controller usually found on Mega Drive pads this one has an octagonal touch sensitive pad in a recess in the controller. Using touch sensitive capacitor technology (patent pending) the controller's sensor pad is exceptionally sensitive to even the slightest pressure.

The main purpose of all this is to allay something the American developers of this machine call thumb fatigue. This is where your thumb gives you grief for ages after playing a game for more than an hour.

The idea is that because the pad is so sensitive you will no longer need to press the pad for dear life, you'll just elegantly skim the surface to execute the required moves. It is claimed that this sensitivity also leads to a quicker response.

But is this new system going to change the world? We tested it out five different types of games...

Thunder Force IV

The hardest shoot'em-up ever (possibly).

Verdict: The surprisingly quick response takes some getting used to, but when you do it's dead useful. Naturally the turbo buttons will always be useful.

Super Monaco GP2

The highly acclaimed racing game which wasn't that tricky in the first place.

Verdict: The main benefit is the ability to make minuscule adjustments to your line on the track and because of the sensitivity of the pad, precision cornering becomes very easy.

The Aquatic Games

A splash-about that demands a lot from its controllers.

Verdict: The best bit is that with the turbo switch on for A and B, just holding them down is enough to run very fast in the events that require speed. The Tour de Grass becomes very simple and the clockwise motion needed to get the unicycle going is a lot easier to achieve on this joypad than any other.

Speedball 2

Lots of violence and ball throwing in an aluminium-clad future.

Verdict: No perceptible difference in performance on the pitch, and aftertouch was very tricky to master, but again very easy on the thumbs.

Sonic 2

Sega's attempt at world domination has entered its second phase.

Verdict: Thumb soreness was never a problem for me with either of the Sonics, but the extra responsiveness really suits the increased amount of high speed surprises found in Sonic 2.

Overall

Don't expect too much from it straight away, using the pad requires a whole new thumb technique and the response time is quick enough to put you off at first. Most of the people in the office however, found that sticking with it for an hour or so meant that it was hard to go back to using their old pads.

Thumb fatigue is indeed reduced and the added bonus of turbo buttons can only help improve the value. The only downside is the slightly less than perfect construction of the buttons, they would get uncomfortable if you had to bang them a lot, but because of the turbo switch it is rare that you do.

Considering all this and the price being less than 20 quid it can't fail to be a success.



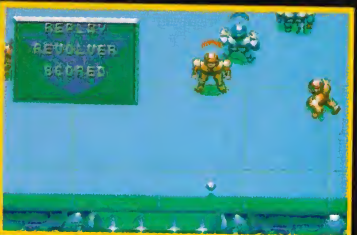
Mark the Unicycling Shark has his life made easier by the TT360



A responsive joypad is the best for Thunder Force IV



Super Monaco GP 2 rewards precision cornering with faster times



The TT360 is welcome relief for aching thumbs



Sonic 2 benefited from the slick response of the new joypad

FUTURE ENTERTAINMENT SHOW



f the show's four days Saturday was obviously going to be the busiest and like a mug I decided that this was the day I would go. Ignoring my natural aversion for groups of more than 20 people who all sweat at the same time, I ventured through the entrance to Earl's Court to mount my assault.

The first hall was the box-shifters section where all manner of electronic goods could be bought. I tried to have a look to see if any bargains were available, but by the time I'd been barged by the umpteenth sweaty T-shirt clad minion, carrying the umpteenth bulging carrier

bag I decided to sample the delights of the Entertainment Hall.

SEX APPEAL?

Disastrous timing compounded my claustrophobia because both WWF's Hacksaw Jim Duggan and Capital FM's Pat Sharpe were in the hall at the same time, attracting more cheering crowds than Robert Maxwell's funeral.

The Acclaim stand nearby was covered in distinctly unrealistic graffiti, designed to make it look cool and hip. The fact was Pat Sharpe seemed to be a much bigger draw than anyone or anything else.

For reasons yet to be divulged Pat graced the Electronic Arts stand to host its Road Rash challenge. In my opinion he was lucky to get out with his underwear still intact. I'm sure he nearly got dragged off the podium more than once. EA's arcade section, showcasing its new titles, was also a big, sweaty attraction.

Other highlights included

Domark's stand featuring the Aston Martin from the Living Daylights, though very little else to plug James Bond. Sega's stand had nothing but Sonic 2, the Psygnosis stand was packed with very inept kids attempting Barfly jumping, and Gremlin had a Lotus M200 concept car on display. It took me longer to queue for a drink than it did to take a cursory glance of every stand.

I contrived to miss all the violence outside and have yet to hear a reliable report on the severity. I can confirm it was bloody busy.

AND THE VERDICT?

I hated it. I always do. The busiest days are the worst if you want get value for your five pounds.

While the stands in the main hall were all good, there weren't enough of them to call it a really representative show. My tip for the Gamesmaster show? Go on a weekday.



STOOL



**Dateline: November 7
1992, Earl's Court
Exhibition Centre,
West London.**



Yet again here's more info about the fabled Sega CD. Now the Americans have it as well as the Japanese, when will it appear in Britain?

FEATURE

Tuesday 13 October saw the official launch of the US Sega CD unit in New York's Times Square. After months of waiting it would seem that Sega is now dedicated to the CD market – finally!

Due to hit US stores in November for \$299 the US system is basically the same as its Japanese counterpart which has been available for over a year.

The outside of the system is identical (apart from Sega America's 'Sega CD' logo), but inside there have been a number of subtle changes with the chip set which mean that US CD software will not be compatible with either Japanese or European units. This is further proof of Sega's commitment to causing problems for grey importers.

NEW GAMES?

We are reliably informed that Sega actually announced 20 new titles which will be available when the unit hits the US retailers. These include Cobra Command (previously known as Thunder Storm FX reviewed issue three), Batman Returns, Cool World (a

Wing Commander has long been one of the hottest games on the PC. On the Mega-CD it will include a full orchestral soundtrack!

MEGA-CD TECHY STUFF

| | | |
|------------------------------------|---|---|
| CO-PROCESSOR.....MC68000..... | Speedy co-processor works with games to decreasing | Mega Drive allowing play faster while load time |
| CLOCK SPEED.....12.5MHz | | |
| MEMORY RAM.....6Mbit | | |
| 128kbit Data Cache..... | Storage of code that is ready to be used. The MegaDrive loads what it needs plus an extra 128kbit to ensure fast access | |
| SOUND.....8 Channel Stereo | | |
| SAMPLING.....Up to 32Khz | | |
| | 8 times oversampling.... | Just like a domestic CD |
| CD ACCESS TIME.....Max 1.4 seconds | | |
| | Min 0.8 seconds | |
| COLOURS/ PALLETTE..... | As Mega Drive | |
| GRAPHICS..... | Full motion video, biaxial rotation, sprite/background scaling | |

graphic adventure by UK house Ocean), Final Fight, the acclaimed PC space combat simulation Wing Commander and Ultima Underworld.

It has now been confirmed that the bundled game with the unit will not be Super Sonic, but Sherlock Holmes Consulting Detective.

This acclaimed PC CD-ROM game features full-motion video and loads of sampled speech. You have to attempt to unravel the clues that will lead you to a brutal serial killer. Acclaimed as the best Holmes game ever, this should keep you busy while you're saving up for another game!

UK RELEASE?

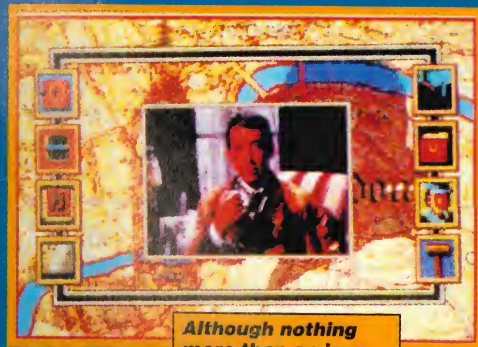
As ever it would seem that Europe is getting the latest Sega gadget last of all. Already put back from the summer to November, we are now assured that it will be available by Easter '93.

Why is this? Well, Sega didn't want to release a machine that didn't have a substantial software base. Due to the grey import proof chip set, all of the Jap and US games will have to be converted to a UK format. As a result you'll have to wait longer to get hold of an official machine.

Maybe if Sega CD was an international software platform rather than a ridiculous secular affair this wouldn't be such a problem?



JOHN



Although nothing more than an icon driven adventure game, Sherlock Holmes has some very impressive full-motion video sequences



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STARRY EYES

The video games industry is much more of a serious entertainment platform in Japan. In an industry treated almost like the Western film industry, computer and console games developers are seen as stars. Programming teams such as the Wolf Team (responsible for games like Thunder Storm FX) are held in high esteem. Even the guys who paint the box artwork are famous!

Susuma Matsushita's artwork is extremely popular in Japan. His models and drawings are sought after by many publishers for their game boxes. Regularly gracing the cover of magazines like Famicom Tushkin and Log In, they always seem to feature the same dog in a variety of poses: lazing on a sun lounger, dressed up as Sherlock Holmes and even leading a dragon over a hill - bizarre!

His popularity has grown to the extent that a book has been published called The Art of Susuma Matsushita. It is very hard to imagine someone in the same profession in this country enjoying such notoriety.

Like it or not, it would seem that the Japanese video game industry is taking over the world. Hell, we wouldn't even be here if some enterprising bod hadn't come up with the Mega Drive...

FEATURE

As with every other consumer product you can think of, as soon as video games hit Japan, that was it, BIG business. It took a while to happen, but by the mid-'80s the first wave of 8 bit consoles swept across the world.

The original NES was one of the first machines to cross the Pond and this soon managed to infiltrate almost every home in America! Closely followed by the Sega Master System and the PC Engine the new video game war began.

These machines brought video

games back into fashion just as the computer industry was waning. Helping to destroy the 'pimply nerd' image of games players the consoles soon became a desirable form of entertainment for everyone.

With the new wave of consoles such as the Mega Drive and the SNES (or Super Famicom as it is known in Japan) the games are becoming more and more complex. Oriental tastes are now beginning to move away from the basic shoot'em-up to more involved adventures and role-playing games.

THE BIG DIFFERENCE

As you are no doubt already aware, most of both the hardware and software is considerably cheaper in Japan. At present you can pick up a Mega Drive for a little under £60 while a Mega-CD will set you back something in the region of £150-£200.

Games retail between 3,000 and



A vast number of machines, including many multi-seater simulators are on show at Sega World

CHANGING THE WORLD

HISTORY LESSON

Admittedly the gaming phenomenon didn't all start in Japan. As late back as the '70s in the States, an enterprising young yank by the name of Nolan Bushnell invented a rather fun little bat 'n' ball arcade game called Pong. This turned out to be the first product from a fledgling Atari.

Following a home version of Pong Atari then expanded as it developed the now infamous Atari VCS. This cartridge based system was the first machine to offer arcade-style games that could be played on a domestic TV. And so it all began!

9,000 yen which is about £12-£36 and these prices are for both cartridges and CD ROMs. Although this isn't incredibly cheap the prices are low enough for just about everyone to have a games machine of some form in their home.

In Japan the video game industry has changed in a way unlike anywhere else in the world. Treated as a legitimate form of entertainment just like watching the TV, video games are more a part of Japanese life than they ever have been elsewhere in the world. Families are as likely to have a games console as much as the equivalent British family would have a video recorder.

Video games are such an accepted and normal part of life that arcade machines are found on street corners. Waiting for a bus? Why not just pop down the road and have a quick bash on Streetfighter II? Many of the machines are free of charge and can be found as often as a phone box can in this country.

THE PLANET MEGA

So what's next? Games have taken over just about everyone's front room so what else is there apart from more advanced version of the same thing? Well, Sega Japan seems to think it's got something rather special.

Set to open on the 6 December this year Sega will be opening its Tokyo based

showcase, Sega World, which will be used to demonstrate the potential of a video game theme park.

Basically an elaborate arcade filled with every kind of Sega product you could imagine this almost Disney Land-type affair looks set to be the next big thing from Japan.

Multi-player Virtual Reality machines like Legend Quest, laser disc games, multi-player arcade machines, home consoles, hand helds, multi-seater simulators and gyroscopic games like R-360 are to be showcased in a themed environment to show that as many thrills can be

Another illustration from the ever-popular Susuma Matsushita



gained from high quality interactive games as from a roller-coaster.

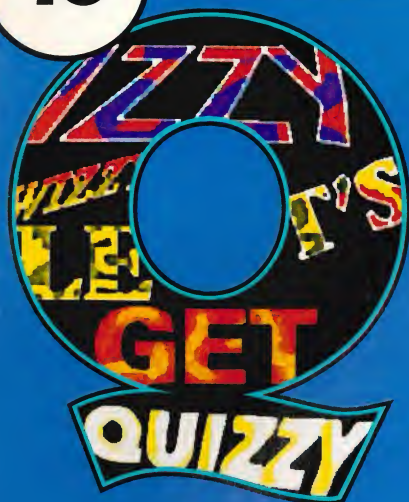
It would seem that the eventual aim is to franchise such parks across the world so that everyone can enjoy this novel idea. Such an idea has already been attempted in some form in the shape of

the Battletech centre in California where up to 10 players can play in a futuristic war game. However, the Japanese concept involves more than just a single game environment so that a customer can spend a whole day in the park trying out different games.

All being well we should be able to see the first of these parks hitting London sometime in late '93 or early '94. If you thought the Trocadero was good, boy are you in for a truly incredible experience!



ING ORLD



CRACKING COMPO

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10 SPECTRAVIDEO SG-PROPADS

To tie-in with the launch of Spectravideo's revolutionary controller the Freewheel we are offering the ultimate control package for five 'lucky' readers, and a brand new controller for five 'not quite so lucky, but well done anyway' others.

The Freewheel is a F1 GP sized steering wheel device that can be tilted to give left and right movements, and pitched forwards or back for up and down, or accelerate and brake. The Footpedal Controller gives three pedals that can be programmed to take the place of any function on a standard controller.

Just think what a powerful combination these two controllers will make for improving the fun of any game, not just driving games.

Just in case you need another controller we've included The SG-Propad. This has fast and slow autofire, left and right fire buttons as well as the usual three buttons and a slow-motion function.

If these controllers can't improve

your gameplay however, then we're also supplying an Action Replay Pro. This superlative cheat device offers any gamer the chance to 'break' into games and fiddle about with things so you can have infinite lives, loads of ammo, permanent invulnerability — all sorts of things are possible with the Action Replay Pro.

Oh, five runners-up will receive the excellent SG-Propad!

CHRISTMAS CHEER

To win this cornucopia of goodies all you have to do is draw what you think Santa Claus should look like in the 1990s. Is it out with the red suit and louse infested beard, or should he just try and update his traditional style? Send your entry by January 4 1993 to:

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STAR

The Durham Wasps is one of the most successful ice hockey teams in the country, winning both last year's league and the high profile Heineken Cup. Who else could MAG enlist to evaluate EA's latest ice hockey game?



I'd never been to Durham before and I have to say it was something of a shock. The furthest north I'd been before was Middlesbrough and that place looks like something out of Judge Dredd as you drive in off the A1 and all the chemical plants and smog hit you.

I figured Durham wasn't going to be that different, but I was very surprised. With its Norman castle and cathedral, and the way the Wear wrapped itself around the cobbled

city centre this place had character. It's a shame the same couldn't be said for the Durham Ice Stadium.

When I saw the letterhead I was expecting the glorious product of some urban development corporation that would probably rival Wembley Arena for size and presence. How wrong I was. Never have I seen so much corrugated aluminium in one place. I'm just glad it wasn't raining, it would have looked really crap. At least it doesn't seem to hinder the Wasps.

Still, enough of that. Three team

members were present, Mike Blaisdell a right winger, Rick Bresant who plays centre right and Malcom Bell the wiry defender. What would they think?

It seems Rick had come across the original game some months ago, "I played the one before this and some kid kicked my ass!" This didn't bode well.

WHACK IT IN

We faced-off with a two-player game between LA, the team Wayne Gretsky plays for, and Ottawa, controlled by Mike and Rick. The nicest way they can be described is by saying they are a developing team.

After Rick's initial struggle with the controls, "I shot there. What happened?" Rick manages to loose off a wrist shot which the keeper saves. Rick's player flies into the

Another one slides past the Ottawa goalkeeper



PLAY

THIS MONTH
THE DURHAM WASPS
CHECK OUT
NHLPA '93

keeper and promptly collapses on the floor. "Hmm, the goalkeepers seem to be very sturdy." Some 12 unsuccessful shots later Rick still hasn't scored. "Jeez your goalies are good, better than English ones."

Mike's tactics of just slamming the puck up the ice even if it heads for the crowds seemed to be having some effect as first blood went to him. He was delighted when he put one right out of the rink. "That was a beauty, that was deserved!"

DINK THE KEEPER!

Another incident soon followed with Mike on the attack. He thought the puck was in the net and yelled "He scores!" Rick was quick to point out his mistake, "No he saved it, it went over his head". Mike

looked exceptionally disappointed! He soon cheered up though when he scored a very stylish goal some 10 seconds later.

"I didn't even shoot there I just dinked past the keeper and into the net." He had to tell his friend, who by now had relinquished his untenable position to Malcolm. "Rick you can even dink the keeper, it's great." I think 'dink' has something to do with dummies. (I have my own theory - Pam.)

Rick isn't overly happy with the controls at first, "I have trouble getting the directions right and I hate this inertia thing. You can turn a lot quicker than that on the ice".

Malcolm chipped in, "You need some inertia, but just not so slow". But Mike

can see some benefits, "If you could turn very quickly you'd just have two guys on the puck all the time, this way gives a few more open spaces. I mean you can pass to the guys right at the front without a problem".

Good point, but it took you a while to get the knack of it, here's what he said some 20 minutes earlier: "I can't pass the thing" and funnily enough Rick was in full agreement: "I can't either that's why I shoot from goal" and preceeded to fall about laughing.

FINAL SCORE

But what did they think of it in the end?

"Yeah it's good. I found that it is a little confusing with the buttons and everything, but you do get used



The face-off just after one of Mike's wilder slapshots whistled into the crowd



The first of Mike's goals hits the back of the net. This man obviously has talent

Hat trick! The end is nigh for Rick



to it." It's amazing the power buttons have to confuse people!

Malcolm, fairly quiet so far, suddenly chips in, "I like the sounds, the grunts are really good and the graphics are nice with the crowd and the pitch and the different players. The signature

moves are really impressive as well. It's like anything, it's tricky at first, but as you get used to it it gets better. It's well worth buying". Rick summed it up for Mike and himself, "It's good shit, and you can quote me on that!" OK, I will!

You can catch up with the Durham Wasps' progress through the league and the cup by ringing Durham Ice Stadium on 091 386 4065.



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What with it being nearly Crimbo an' everything I'm sure you're all interested in some ideas for pressies. Who better to make these recommendations than Santa himself? We chatted to Mr C in his living room over a couple of bevvies.

SANTA

A

fter being led blindfold to Santa's secret base, the MAG team was immediately plonked down in comfy chairs (by a rather dodgy looking bunch of little people) and forced to drink copious amounts of sherry.

Once the general air had become somewhat more relaxed, Santa appeared in his string vest, clutching a pad of scrawled notes in one hand and a six pack in the other. He plonked himself down in a comfy chair...

"So, you want my ideas for, erm...oh, yeah, Mega Drive related Chrissy pressies do ya?" He rips open a can, swigs most of it back in one gulp and then belches loudly!

John was the bravest and mumbled, "Er, yes, we want your recommendations for gift ideas.

You know, the best games, accessories and various bits 'n' bobs".

"You mean like telling people that Sonic 2 is going to be the number



one game this year, and if they don't try their damndest to get hold of a copy they're obviously completely demented?" replies Santa.

"Yes, something like that," said a somewhat braver John.

"Well, this is going to be easy. Fancy a mince pie? I've got a few left over from last year."

"No thanks! Never touch the stuff."

SEX IS A MUST

"Right then, I've got a list 'ere. Right..." Our jovial friend produces aforementioned note pad, shifts in his seat, farts and then puts on his reading specs.

"Well I think that before anything else every self-respecting pervert should get themselves a copy of that Madonna book. Pwoar! Madonna with 'er bits out. Can't be bad can it? I was reading this one bit the other night about..."

The following comments have been censored on the grounds that they are unnecessarily juvenile and disgusting! Santa takes a while to calm down a bit and then settles into a less hormonal state of mind.

Then he continues, "Oh, right,

games first. Obviously, like I just said Sonic 2 is going to be a mega biggy this year. It might not be the most brilliant platform game ever,



S CHOICE

Sure to be a big hit this Christmas. Is it on your list?



but it'll sell by the bucket-load. Then there's Lemmings of course. Ah, what more can I say, brilliant game, brilliant game. If you want to stretch your brain cells a little while having an enormous amount of fun, this is the one. It's also one all the stiff parents will probably approve of.

HO HO...OH!

Thunder Force IV looks like it's going to be worth getting hold of. I hear that Sega is actually getting its act together and putting it out in time for the festive season. Damn fine shoot'em-up, damn fine. One of those things to sit down with after you've had a real bastard of a day.

Blow the crap out of some aliens, pretend that they're annoying little kids making demands all the time. Oops, can I say that? Are you going to print that bit? Oh sod it, go on then".

At this point two of Santa's more, nubile helpers, Siobhan and Trixie, enter with more cans of lager for Captain Crimbo. Much gulping, belching and farting ensues and in the middle of aforementioned farting Mr C announces, "Oh yes, I mustn't forget that Lotus thingy that's just come out. What's it called? Lotus Turbo Somethingorother. Bloody good racing game. Not

enough violence in it, but what the hell? Get a buddy 'round and you can race about for hours. Me and Siobhan here like nothing better than a quick game before bedtime.

Another one that's good for two of you to have a good play with is that NHLPA '93 thing. If you haven't already got EA Hockey it's an absolute must! John Madden '93 should be out any day as well and that has to be worth buying if the previous games are anything to go by.

Also I reckon that this Mickey Mouse in the World of Illusion is going to be an absolute stonker. If what I've seen is anything to go by it's going to cook Sonic 2.

Kids waiting for Streetfighter II could do far worse than get hold of Streets of Rage II to keep 'em going. Loads of violence and loads more moves than last time. Looks smashing".

We decided that it was time for another question. "How about accessories and things, is there anything you'd recommend?"

STOCKING FILLERS

"Well obviously the one thing that everyone wants is one of these bloody Mega-CD doofers. OK, it's a good machine, but Sega has gone and put this security chip thingy in it which means you can only use games from the country that the machine is from. The English machine isn't coming out until Easter, and that ain't my territory as you know.

There's a few games worth getting for it though. Thunder Storm FX is rather snazzy and Wonder Dog is certainly considerably better than many Mega Drive platform games.

Apart from that it's still a while before any really decent stuff starts hitting these shores. It'll be worth getting one eventually but I don't think it's worth it yet unless your

parents are loaded.

No, if you want accessories at the moment you could do far worse than getting either a Game Genie or an Action Replay Pro. Both let you hack into games and prat about with lives and stuff. If you have no foibles about being a cheating git they're brilliant. The Game Genie got some pretty wicked customer support as well. Y'know phone lines for codes and stuff, it's top-notch.

As for joypads I must recommend that Turbo Touch 360 thing. Takes a bit of getting used to but it's brill when you've got the knack."

OK Mr Claus, are there any other gift ideas for things that MAG readers just shouldn't be without?

"Well, I hear Cindy Crawford has a fitness video out. That must be worth getting hold of. Come to think of it I wouldn't mind getting hold of Cindy either...Phwoar!"

At this point the interview slips into the realms of almost pornographic fantasy again as Santa is ushered away by his helpers.

So there you have it straight from the Big Guy's mouth. These are the things that are on the most wanted list this year...are they on yours?



A very sensitive joypad suggested by a truly sensitive man!



It's been a while coming but it's finally here. The most popular computer racing game ever finally makes the transition from Amiga to Mega Drive.

REVIEW

proved to be a force to be reckoned with! Nope, the only racing game worth considering until now has been Road Rash which is also by EA funnily enough.

For those of you who have never come across Lotus before, the game is a 3D racing game viewed from just behind the player's car as the road snakes off to the horizon. Played as either a single-player race against the clock, or a split screen two-player game the action is always fast paced and furious as you battle through the eight gruelling stages.

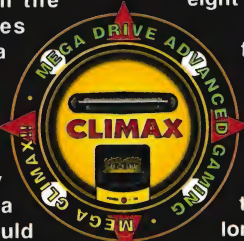
Race through forest areas, barren deserts, swamplands and city centres at midnight as you aim to reach the final goal. We're assured by EA that the tracks are all so long that to play the game from beginning to end would take just over an hour if you drove flat out all the way.

Bearing in mind that you can average speeds of around 130mph that's about 130 miles of track with

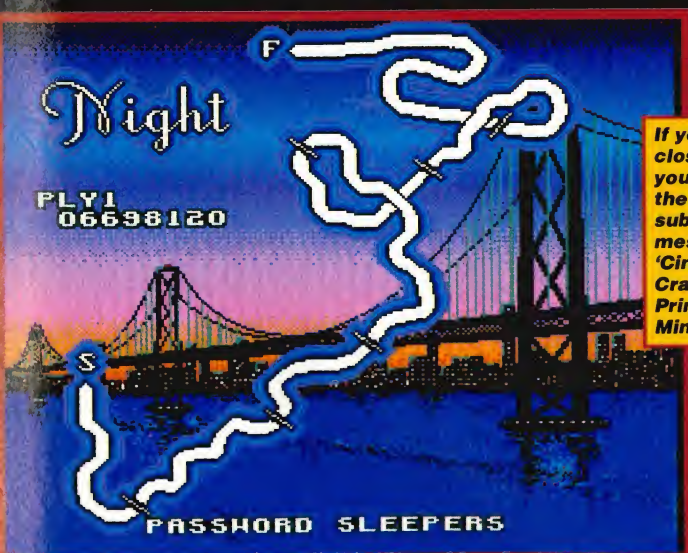
Gremlin's Lotus Turbo Challenge II proved to be one of the most successful driving games ever released on the 16 bit computer formats. By blending all of the best bits from the greatest 3D racing games and coupling them with a corker of a licensing deal it produced an absolute classic.

More than a year later Electronic Arts has finally got its hands on the Mega Drive rights to Lotus. Could this be the definitive Sega driving game?

To be honest it isn't really up against much stiff competition. Sega's own titles such as Turbo Out Run and Chase HQ have hardly



LOTUS TURBO CH



If you look closely here you can see the subliminal message 'Cindy Crawford for Prime Minister'



Obviously travelling at 156mph in thick snow is not something you should try without having a grown up with you

LOTUS CHALLENGE



This gives you an opportunity to drool over the spec of a brilliant car that they don't make any more (sniff)

all the appropriate trackside accoutrements in an 8 Mbit cart!

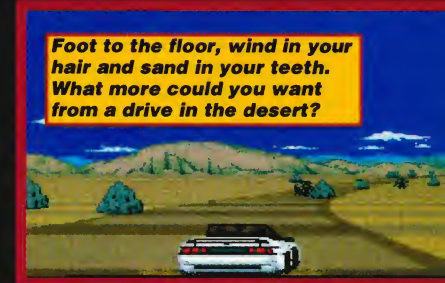
To add a bit of spice to the proceedings you have two different Lotus supercars at your disposal. First up you have the short, dumpy yet excruciatingly sexy Lotus Elan which has a reasonable top speed and tremendous road holding abilities. Secondly there's the gobsmackingly gorgeous Esprit with its superb acceleration and ludicrously high top speed.

TWO FOR THE PRICE OF ONE?

Why two cars? Well, the different tracks vary greatly in both their twisty-turnyness and their structure. Road based tracks with long straights and gradual bends are more suited to the Esprit, whereas the 'wilder' areas require the Elan's excellent road holding.

As you begin each race the game dictates which car you'll race with and then places you against what seems to be an infinite number of drone cars. Your goal is to reach each checkpoint along the track within a set time-limit – the

Foot to the floor, wind in your hair and sand in your teeth. What more could you want from a drive in the desert?



faster you complete each section the higher your score.

An element that made Lotus completely different from the competition when it was initially released on the computer formats was the weather. Lashing torrential rain falls from the heavens as you try to negotiate parts of the forest, while horrendous snow storms hinder your progress later in the game.

Fog impedes visibility in the swamplands, while terrible thunderstorms play havoc with your concentration beyond the metropolis. It's all very impressive stuff and as

CONTINUED

Well, I'm sorry Mr Smithers but if you can't recognize a Stop sign there really is no point in us continuing



Even if one player is awful, as long as the other finishes they both go through to the next round



MEAN MOTHER

A golden rule is to multiply this by 10 to work out your chance of survival in a crash

The top bar is a rev indicator and the bottom bar gives your relative distance from your opponent



The random phone number generator

Which gear your cunning automatic transmission has selected. If you feel stupid you can try a manual box

How much time you have left to get to the next checkpoint

So, let me get this right. You want me to drive at 125mph in the fog in an open-top car with no roll cage. Sod off!



Select your game configuration here! Yaaawn!

you would expect, each weather condition effects the handling of your car.

Various obstacles are also included on the track to make things even harder. Pools of water that slow your progress are accompanied by falling trees which can be jumped over, that is if you aim your car at the right place! There are also traffic cones and various other Department of Transport goodies.

Trying to cope with all this lot as well as attempting to weave in and out between the lines of other cars is somewhat of a problem!

SIMULTANEOUS STIMULATION

The game's all very well and good in one-player mode, but where Lotus really comes into its own is

in the split screen two-player mode. Battling it out with a partner is the real shining point and to be honest I think it's what most people will buy the game for. There's absolutely no loss of graphical quality when the split screen mode is employed, and the action is just as fast.

The two-player game is just one of the many options which Lotus offers. Before entering a race you can choose which buttons on your joystick do what, whether you want automatic gears or manual five speed. You can even choose which of the eight races you start on by means of a simple password system.

Overall there can be no doubt that Lotus is the best racing game

to be released on the Mega Drive so far. Obviously it has its little faults, such as the single player levels can seem quite tedious after a while, but on the whole it's a very playable game.

Graphically it's almost identical to its Amiga predecessor. The sprites of the cars all look convincingly Lotus-like and the background graphics slip by effortlessly. Even the 'pretty but pointless' screens such as the tech-spec screens of each car are very well presented.

Sonically the game is also very good. All of the tunes have been retained from the Amiga original

and the sampled drums sound very effective. My only complaint in this area would be that the engine sound is a bit feeble, the pathetic bumble of the Lotus' engine is quite silly really. It's not a major complaint, but it's something that could have easily been rectified.

If you're after a decent driving game this is the only real choice you've got. It's excellent.



MPH

Ah, fall in New England. It's just a shame we're travelling too bloody fast to see any of it

MPH

0003885
135
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MEGA PANEL

DRIVING SIM

**LOTUS
CHALLENGE**

ONE/TWO PLAYER

OVERALL
SCORE
91%

SCORES OUT OF 10

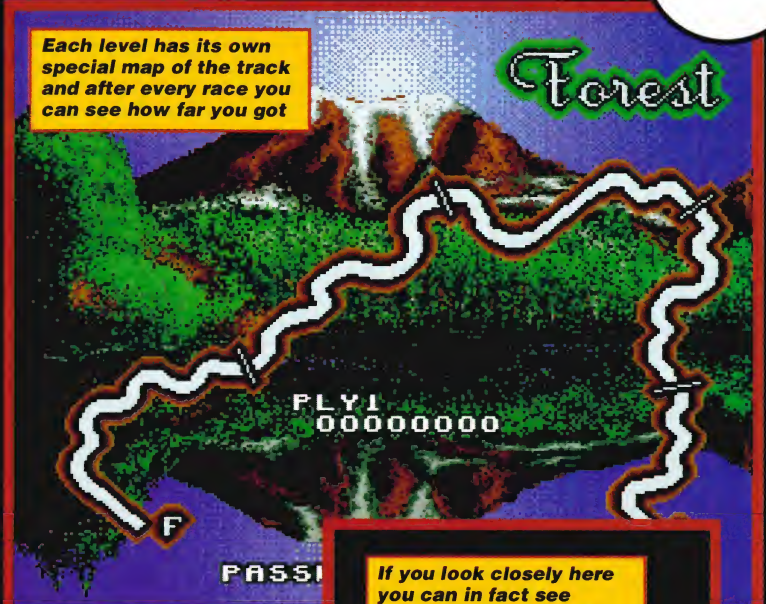
GRAPHICS 9
SOUND 7
PLAYABILITY 8
DURABILITY 8

UPPERS DOWNERS

- Superb graphics
- Fast action
- Brilliant two-player game

- Sound is a bit pathetic in places
- Single player game can get a little tedious after a while

Each level has its own special map of the track and after every race you can see how far you got



If you look closely here you can in fact see nothing but complete and absolute darkness



The first level is fairly simple, as long as you make use of the logs to jump the streams



Well. This. is. Re. Markable. If. These. Two. Get. Any. Closer. It. Could. Be. Ex. Treeemely. Dangerous - It's not easy doing a Murray Walker impression on paper you know!



118 MPH



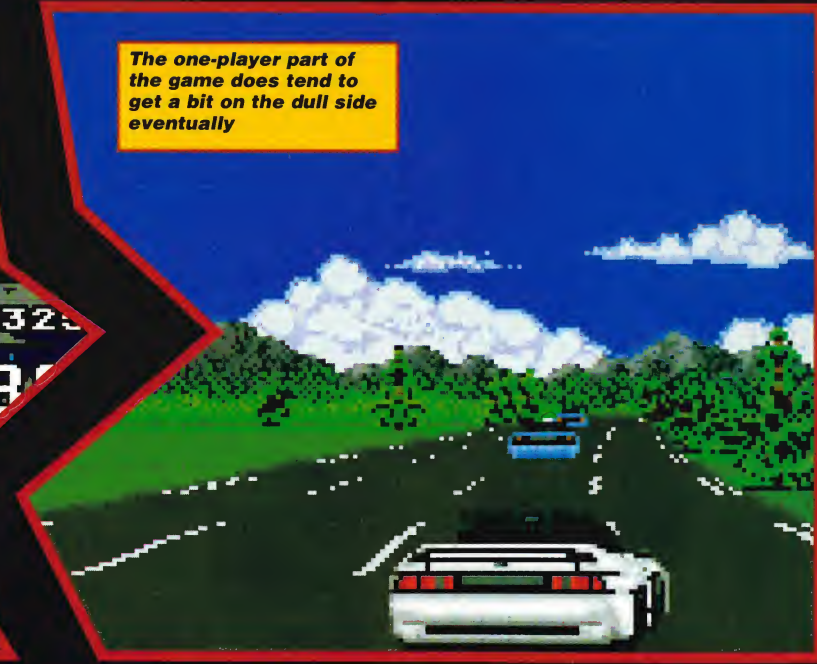
Yes, very good Mr Smithers, but if you would care to drive on the right you will stand more chance of passing this examination



This is the bit where it pisses down, the lightning flashes and you drive off the road because you can see bugger all



The one-player part of the game does tend to get a bit on the dull side eventually



The Mega Drive has a distinct lack of real racing games. EA is set to change this with the release Lotus Turbo Challenge and the very different Road Rash II.

ROAD RASH

Arghhh, there's a mixed up crazy psycho animal running wild back there

PLAYER A 8TH PLACE BIKE 01:40 000

BIKE SHOP

"Welcome sir, please feel free to browse. This is the place to spend all those hard-earned dollars. Choose the bike carefully as it will be your breadwinner"

BIKE SHOP

DIABLO 1000
Very fast
Very expensive
And very, very DEER

160 HP 460 LBS COST \$6000

PLAYER A CASH+TRADE

| | |
|-------------|---------------|
| PANDA 600 | SHURIKEN 1000 |
| DIABLO 1000 | DIABLO 1000 |
| BANZAI 750 | EXIT |

This beauty is the ultimate machine for anyone to ride. However, there are many races to be won before I can think about buying it

See what I mean, what happened to all that "Feel free to browse?"

SHURIKEN 1000
This one's powerful and big. Remember that when screaming into a turn

140 HP 515 LBS COST \$10000

IN YOUR DREAMS! GET A JOB!

| | |
|------------|---------------|
| PANDA 600 | SHURIKEN 1000 |
| BANZAI 750 | DIABLO 1000 |
| | EXIT |

REVIEW

By the time this goes to print, anyone who owns a console and anyone who doesn't for that matter will undoubtedly be aware of the hype surrounding the release of Sonic the Hedgehog 2.

Without question Sonic was a very enjoyable and original game, however being released on almost the same date is another sequel, which is every bit as enjoyable as Sonic the bloody Hedgehog.

MOVIE MADNESS

The game in question is Road Rash and, surprise, surprise the sequel is entitled Road Rash II. The original Road Rash was released just over a year ago and became one of Electronic Arts' best-selling products.

It seems a pity such a good game will be overshadowed by the hype surrounding other games, because Electronic Arts has designed a fine package here.

The concept of the 'sport' of Road Rash is somewhat of a cross

Bloody stupid foreigners! Get on the right side of the road



between Mad Max and Death Race 2000. It is set in the near future where law and order is breaking down and a state of near anarchy is imminent.

On a quest for wealth, fame and danger, groups of motorcycle

Being a rookie you automatically start at the back of the pack. That wheelie is impressing no one!



It's a bit tricky to get to grips with this old Road Rashing. Still a little practice and I'll get there in the end



Silly cow! One of your relatives just wasted my bike about quarter of a mile up the road



Eve Unenviable eat your heart out. You have a lovely view of the mountains from up here



Which idiot left that sudden bend lying there?



The crowd cheers now, but wait until later on when I crash into them. That usually wipes the grins from their faces

enthusiasts, total headcases and anyone out to make a fast dollar race each other across the length of the USA. The rules are simple – none exist! Mutilation, injury and death become the way of life for your average home-loving Road Rasher.

The massive amounts of prize money involved decreed that no matter what the risks, there were always willing participants ready to risk death for those illusive 15 minutes of fame. (Copyright 1967 A Warhol.)

LOOK AT THE WHEELS ON THAT!

The original game of Road Rash cast the unsuspecting player as something of a newcomer to this extremely violent pastime and the team behind Road Rash II has decided to make things a degree harder by introducing nastier, larger and more dangerous weapons.

The most improved, albeit new, weapon has to be the chain. This rather interesting piece of hardware is ideal for knocking would-be opponents to a certain



Champ! That's another \$2,000 into the old overdraft, keeps the wife happy

death. Bikes are also improved, and the faster, updated models cause untold destruction never witnessed in the original game.

Perhaps what pushes Road Rash II streets ahead is the two-player option that was not available in the first game. This is following on from Lotus Turbo Challenge, the first such two-player cart for sale in the UK utilizing a split two-player screen.

REAR VIEW

Although this makes for a good laugh with friends and enemies alike the control of the bikes is a little suspect. For some unknown reason expert drivers such as John actually crashed. Oh yeah and Jools, typical male driver!

The cause of this problem appears to stem from the size of the playing windows. Bikes react as if

RACE RESULTS



Natasha

Has anyone told you your bike is fully equipped with brakes?

12. PLAYER A 4:32.6 \$98

What do you know girlie? "A hell of a lot more than you matey!"

RACE RESULTS



Chino

Pick up the pack, don't let 'em see you're an easy target!

19. PLAYER A 4:38.5 \$168



whizzing around in one-player mode making turning sharp bends at speeds of 160mph rather tricky. On the other hand after 20 minutes playing in two-player mode playing on your own seems like child's play.

Graphically Road Rash II is very similar to the original game. In fact the game is identical, leading to many players asking "What's the point?". Indeed with the number of games spawning sequels the suspicion is probably justified. However, with Road Rash II no such caution is needed.

Electronic Arts has re-designed almost every





The new two-player split screen included in Road Rash II



Quick, slow down, look innocent, hide the stash and smile it's the Old Bill



A crowd of sickos gathers to watch my number one man being arrested and his machine confiscated

aspect of the game. As stated before the bikes are larger and more powerful than the type previously encountered.

Also, in Road Rash many fights with other racers could easily be avoided, Road Rash II offers no such niceties. To pull ahead from the starting pack you have to barge through, punching and kicking at the other bikers barring the way.

Stealing weapons is definitely a good tactic. The club comes in very

Come on darling, you can do it. Just one more person then we're in the lead. SHIFT



Well it was the Old Bill until I whacked him, accidentally of course, with my heavy chain. Tsch, tsch must be more careful in future



Yeah, I notice the pig let the bimbos off with no warning. Sometimes I wish I had a pair if...hold on, this isn't that type of magazine



handy, but the ultimate find has to be the chain. Another much improved item is the strength of other Road Rashers. No longer is it possible to knock them off bikes with a single punch, instead a few smacks around the head with a club is more likely to get the job done.

KNOCK HIM OFF

There are five circuits to choose from: Alaska, Arizona, Tennessee, Hawaii and Vermont. As expected each track has different dangers.

Alaska has to be the best laugh, bears have a habit of wandering over the road and they make rather a mess of the wheels. Often a herd of moose forget to use the green-cross-code and a barbecue is on the cards after the race.

There are loads of similar features dotted all over Road Rash II; knocking cops off bikes, running over the finish line, hitting pedestrians...the list is endless. Oh, everything is done in the best possible taste!

If any complaint is to be made against it has to be the lack of variety. After playing for hours, buying a big, sod off motorcycle, winning everything and knocking down anything in sight things become a bit on the tedious side, but I still loved it. Note: If you listen to the game through headphones, things sound a lot better.



GERRY



MEGA PANEL

SCORES OUT OF 10

| | | | |
|-----------------------|------------------------------------|--------------------|----------|
| RACING SIM | OVERALL SCORE 84% | GRAPHICS | 7 |
| ROAD RASH II | | SOUND | 7 |
| ONE/TWO PLAYER | | PLAYABILITY | 9 |
| | | DURABILITY | 8 |

UPPERS

- Super jolly fun all round
- Best you're going to get for the 16 bit

DOWNERS

- Becomes a little boring
- Control on two-player game is tricky

Steaming in behind a storm of controversy in the US and Europe comes Death Duel. Does it live up to the hype?

REVIEW

Banned in the more conservative parts of Europe, "Not recommended for the under 13s" in the States – can a game really be that horrible, or is it just hype from the manufacturers?

My money's on the hype. There is absolutely no way that this game could offend anyone any more than something like Splatterhouse 2 did, apart from in the gameplay department perhaps – this is where it gets very offensive.

The basic premise of the game is to shoot one of your three weapons at a moving opponent in an attempt to immobilize and then destroy it, before it does the same to you. I say 'basic



(Above) Between each round you get the chance to shoot defenceless reptiles in order to get a little more money together

(Left) See that cyborg, that's you that is. The crowd are quite nice to you on the way in, but if you lose...

DEATH DUEL

premise', it is in fact the only premise. That is all you do. You do no more!

All this is dressed up in some sci-fi nonsense about no one fighting wars anymore and disputes being settled by Duels. This does give them the opportunity to introduce some bizarre enemies to fight against and they are all very well drawn. Nothing can hide the fact that all you do is move a cross-hair about the screen and press the fire buttons a lot.

The format of the game is extremely simple. You fight one opponent and if you kill him you then go on to do a bit of target practice to raise some money. Then it's off to the shop to buy some weapons and get some repairs done to your cyborg suit. Once

you're fully stocked up you get to take on the next opponent. Yaaaawn!

It is fundamentally boring. The only interest value comes in deciding which weapons to buy and what effect it will have, even that begins to become tiresome within a few games. Also with only nine enemies to defeat, according to the manual at least, there is hardly a broad range of opponents for variety.

GUSHING WOUNDS

How does all this crap qualify for hype about being banned? The enemies are made of flesh and they bleed. There, I've said it. Their limbs come off occasionally and they bleed. Not much, not as gory as Moonstone on the Amiga or as graphic as Evander Holyfield's Boxing, but blood non the less.

The blood is fairly well done as are most of graphics. In fact the whole



In the shop is the arms dealer to them all. Anything from machine-guns to toxic waste projectiles can be bought to lob at your opponent

game is extremely well presented. There are some great static screens liberally mixed in with the action, along with some heavy tunes.

It is just a shame that there is the sad lack of gameplay. I found that it is good fun for about five minutes, but it tails off incredibly rapidly after that.



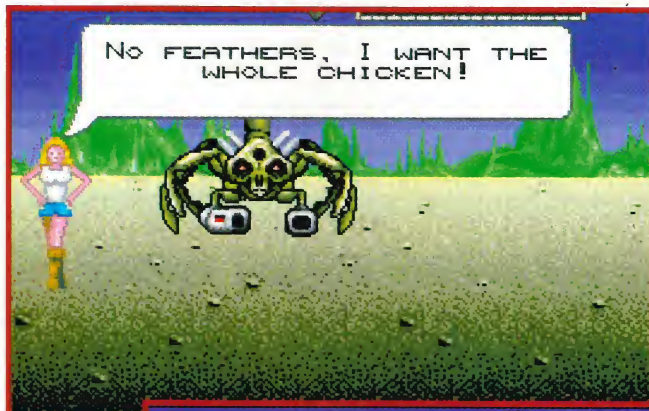
Enough!

EXCUSE ME!

To be quite honest the fact that this has been '13 rated' is nothing more than a blatant publicity stunt to try and encourage people to buy a truly crap game. I suppose all this censorship nonsense worked for Frankie Goes to Hollywood a few years back, but I can't see Death Duel being saved by anything. It really is an utter waste of money. I think that 50 per cent is a far too lenient score for something that is old fashioned, sadly presented and poorly executed. **JOHN**



DEATH DUEL



The buxom rabble-rouser comes on at the beginning of each round to try and get your testosterone level up

Don't be fooled by this action-packed screen shot it really is as boring as it looks



If you look closely you'll see some red on the ground. That is in fact blood and that is about as gory as it gets



MEGA PANEL

SCORES OUT OF 10

PLATFORM

DEATH
DUEL

ONE PLAYER

OVERALL
SCORE

50%

GRAPHICS 8

SOUND 7

PLAYABILITY 4

DURABILITY 3

UPPERS DOWNERS

- Excellent presentation
- Big sprites and fairly gory

- Very limited gameplay
- Boredom threshold reached far too quickly

Thanks to AMS for providing this game. Tel: 081 450 2166

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JAN '93

REVIEW

Way back in 1990 a young girl named Jennifer Capriati stepped onto the professional tennis circuit. Now, three years later, she has established herself as one of the all-time



Gary Lineker, John Madden and Dave Robinson have all endorsed video games. Not to miss out on the chance of an extra few quid, Jennifer Capriati gets in on the game. More's the pity.

great tennis players.

In keeping with the present trend of most sports personalities Miss Capriati now has the dubious misfortune to have a Mega Drive game named after her.

Tennis is difficult to convert to the screen, with the only action being two players hitting a ball over a net at each other. This is hardly the thing great computer games are made of and so any attempt to produce a tennis sim should have some very special features to tempt the unconverted. Jennifer Capriati however, has nothing outstanding about it whatsoever.

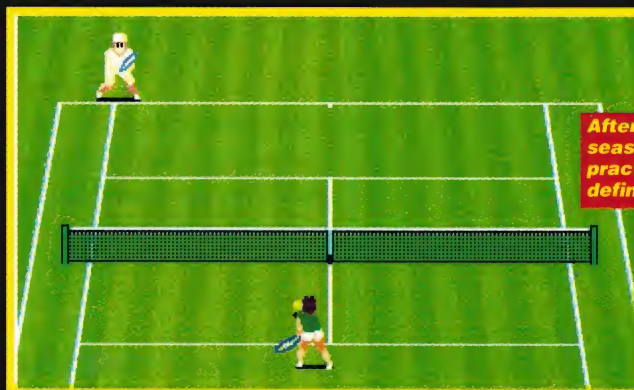
FRILLY KNICKERS

The object of the game is to win four major tournaments, each contest being staged in a major international city. These matches can be played either in one or two-player mode, or doubles.

The doubles option can be used by two human players versus the computer, which if anything is the only redeeming thing about the whole game.

You are given the chance to practice before entering any competitions. After a brief spot of brushing up on the old backhand it's time to play an exhibition match.

JENNIFER CAPRIATI TENNIS



After a dismal season some practice is definitely in order

The controls are rather basic and very limited with the ball control being unpredictable. The graphical animation is so bad that judging where the ball is in contrast to the racket can be the most challenging part of the game.

The poor graphics are the first indication of what lies ahead. Capriati should think seriously about suing, even Pam isn't that ugly!

BEAUTY CONTEST

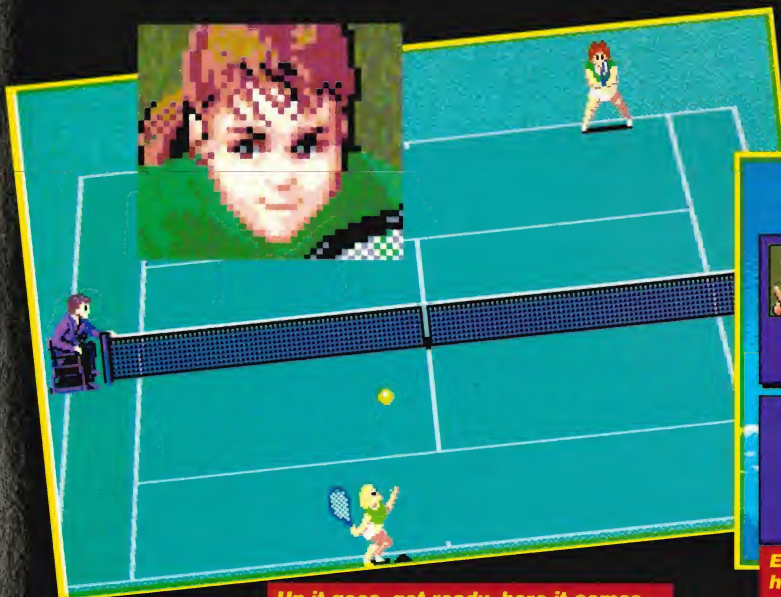
The other professional stars which you can choose from look as though they'd be more at home in a David Cronenberg movie or the Nuremberg Trial and this is just the options screen.

The best is to come when they

Treat this as a practice to make sure all the training hasn't gone to waste.

The choice to create your own star who gets a world ranking of 13.

If this fails to excite, you can make your choice from 12 well-known tennis stars. As expected young Jennifer is ranked world number one.



Up it goes, get ready, here it comes...

Jennifer makes a valiant dive for the ball. Pity she failed

| CUSTOMIZE | |
|------------------------|--|
| CHARACTER | |
| NAME : L I L I L I L I | |
| SEX : WOMAN | |
| RACE : ASIAN | |
| WEAR : GREEN | |
| ENTRY EXIT | |
| SWING | |
| HAND : RIGHT | |
| SPIN : FLAT | |
| FORE : SINGLE | |
| BACK : SINGLE | |
| LEVEL 12 | |
| POWER FORE 0 | |
| BACK 0 | |
| FOOTWORK 0 | |
| NET 0 | |

Everything you ever wanted to be is here. Choose your sex, colour and even the colours of the clothes

SERVICE 1ST ACE D.FAULT

CAPRIATI 75% 00 00

KLUBB 100% 03 00

Not doing too well here. Oh well, there's always Wimbledon

1 2 3 POINT

CAPRIATI 0 - - 00

KLUBB 2 - - 00

DOUBLE FAULT

These two words just about sum the game up

actually take to the court and images of the extras from Ghostbusters auto-matically spring to mind. Yes, it's really that bad.

The fast flowing action is viewed from behind the court and the umpires, resplendent in purple suits, call the score in an indistinguishable foreign accent. When someone manages to score a point the crowd sound incredibly like a waterfall!

As you may have noticed by now Jennifer Capriati Tennis failed to impress me in any way whatsoever. If tennis is your game do yourself a favour and stay well away from this.



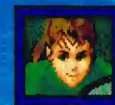
GERR

SET

SELECT

▶ 1 SET MATCH

3 SET MATCH

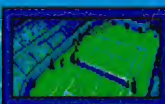


CAPRIATI

KLUBB



A quick exhibition match before the real thing. Mmm, one set will do nicely



LAWN

COURT

SELECT

LAWN
BOUND LOW
SPEED FASTHARD
BOUND HIGH
SPEED AVE.CLAY
BOUND HIGH
SPEED SLOW

Each court surface requires a new set of tactics. Grass is the ideal choice, but isn't always available

OUT

The ecstatic crowd go right over the top in appreciation of the top-notch tennis being played before them

MEGA PANEL

SCORES OUT OF 10

SPORT SIM

JENNIFER
CAPRIATI

ONE/TWO PLAYER

OVERALL
SCORE

36%

GRAPHICS 4

SOUND 3

PLAYABILITY 3

DURABILITY 3

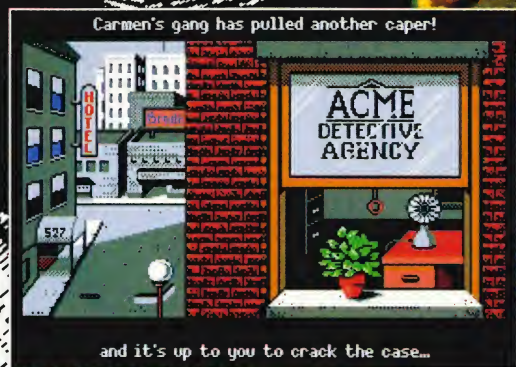
UPPERS DOWNERS

● Two-player game vaguely interesting

● Slow game
● Bad graphics
● Looks about five years old

Thanks to AMS for providing the game for review

WHERE IN THE WORLD IS CARMEN SANDIEGO



This is your dingy little den at the shady Acme Detective Agency

Described using the vile term 'edutainment', the Carmen Sandiego series of games are not only fun, but also educational.



Knowing that the criminal is behind bars, you return the stolen goods to the rightful owners

REVIEW

Arrgh! The dreaded 'E' word! Surely something even vaguely educational on the Mega Drive should be cast out and vigorously flogged. You can't have us actually learning something when all we want is mindless violence, and ludicrous displays of carnage and depravity.

Having said that though, a game that puts you in the position of an Interpol detective on the hunt for VILE (Villains' International League of Evil) agents sounds reasonably interesting.

Employed by the Acme Detective Agency, you are called upon by Interpol to track down the despicable Carmen Sandiego and her gang of hoodlums as they travel the world nicking artefacts.

Beginning each investigation at the scene of the crime, you have a week in which to question the locals to find who the criminal is, and where they were going.

GO ON, TELL ME...

Each person interrogated by your persuasive banter will give you a vital piece of information, for example the bank clerk might tell you the colour of the suspect's hair or any special features that are worth noting. These can be fed into your computer to make a match with one of a list of 10 different suspects. Find enough clues and Interpol will issue you with an arrest warrant.

Finding out who is guilty is only

a minor component of the game though, the most important part is discovering their getaway route so you can apprehend them. Many clues will be given including flag colours, local customs, historical artefacts, local cuisine and monetary units. What you have to do is use the clues to suss out where the criminal went next.

With the help of the amazing World Almanac (a paperback version is included with the game), which is described by many in the office as the closest thing to the Hitch Hiker's Guide, you must solve the clues and then set off to the country you think is the next on the trail.

This is where the educational element comes in.

SANDIEGO

The game is nothing more than a series of linked prompts for research. A bank clerk could tell you, "He changed his money to bahts" and you must then search through the almanac and find out which country uses bahts, before booking your flight to get to the next stage.

If you've found the correct country you find more people to question, unfortunately if you make a boo-boo no one will know what you're talking about and you'll have to go back to where you started. Make one mistake and it could mean that you don't make an arrest within the allotted time.

HAVING FUN YET?

This is a very simple game to control. All interrogation and travel are by means of a simple to operate menu system that shows you all the options available at one time. Couple this with the truly superb digitized pictures for each location and what you end up with is a very well presented game.

Is it really educational though? Well, to be quite honest, yes. Since playing this game I can now remember the flags of a number of different countries and I know that the currency in Bangkok is bahts. Any game that teaches general knowledge and geography without you realising it has to be good.

I was most impressed with it. It's fun to play and you feel like you're achieving something as you progress through the ranks from rookie to ace detective. The fact that you get the latest paperback edition of the World Almanac is also a major plus point. In fact it's worth getting the game so you can have the book!



JOHN



SUSPECTS?



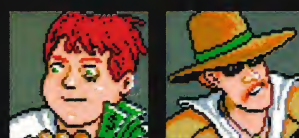
CARMEN

LAROC



NONKER

WAYLAND



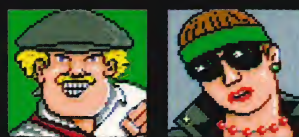
BULK

GRAYNOLT



BRUNCH

EDDIE B

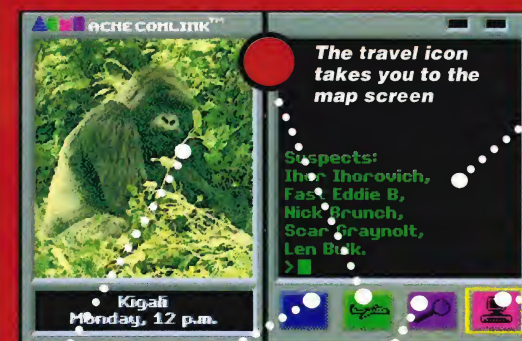


IHOROVICH

DRIB



The clerk gives you some vital information. Make a note and then move quickly because you haven't got long to catch the criminal



The travel icon takes you to the map screen

This window is where all the action takes place. All information is presented here

Yet another example of the fine pictures. A big fat hairy ape

The options menu - quit game, save game...

The search icon allows you to search a certain location and question witnesses

When you go to the data menu you are presented with Interpol's computer. This is where you can gain info on the suspects and enter clues into the warrant issuing system



In Lima you access your computer to input various details on the suspect you are chasing. Once the computer finds a match it will issue a warrant

In Brazil you're presented with a very pretty digitized picture. All the stills in the game are of this sort of quality



MEGA PANEL

SCORES OUT OF 10

TRIVIA

CARMEN SANDIEGO

ONE PLAYER

OVERALL SCORE
85%

GRAPHICS

7

SOUND

4

PLAYABILITY

8

DURABILITY

9

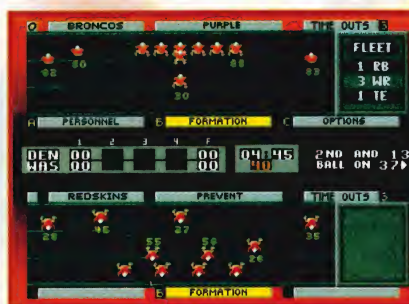
UPPERS DOWNERS

- Immense fun
- Educational
- Well presented
- World Almanac included

- Although the almanac has loads of facts, the game only has limited clues and information

40

Joe Montana '93 is the same old game with some extra touches, providing more dosh for all of those involved!



Anyone for a line-up?



The ref welcomes all with open arms. Either that or he's a closet member of the Nazi party

REVIEW

Anyone familiar with the two previous Montana games cannot fail to recognise number three instantly because the graphics are identical. A number of features have been retained from the first two games; the pitch scrolls side on, there's horizontal pitch view mode, along with the vertical viewer. The live match commentary is still there, but I found myself turning it off after 10 minutes because it tends to grate with the passing of time.

The team choice includes any professional team from the two major American leagues. As usual, if the player decides there's an exhibition match that can be played to test the team out before competing in the Super Bowl.

Having no excuse this time (Jase taught me the rules when I played Super High Impact last month) my team, the LA Raiders, went straight for the jugular and was promptly defeated by some

outrageous score by New York or some other nondescript team!

The reason for this lies squarely with the controls. The amount of functions each button performs is staggering. Never before in the field of gaming have so few buttons had so much responsibility – I stopped counting after 14 for button A!

Most of these functions do not relate directly to the actual game. I found this a real atmosphere killer, especially when I had to press one button three times to pass the ball.

YOU'RE BLIMPED!

The more recent features incorporated include Sega vision which gives close-ups of the action, and something called blimp vision. This gives an aerial view of the pitch with the players being represented by, erm...little blobs, while the ball is more of a large blob. This option is ideal when the player chooses to play as coach.

The amount of plays per game has also come in for the improvement treatment with more moves and tactics available. On the whole this didn't make a lot of difference to my game because the strongest team always gains the yards no matter what the line-up involved.

Also the computer opponent seems to have players capable of



superhuman feats, while my poor blokes were kicked off the park. I did find however, that the player sprites although well animated were a little slow. The game also incorporates a password system allowing fast progression through the early stages of competition.

Despite the number of changes made to Joe Montana 3 it is basically Montana 1 and 2 with a few digitized pictures of cheering fans, a referee and the team coach.

American footy disciples will find everything they need here, but for me John Madden is still top of



ITANA \$TALK

the league when it comes to grid iron football.

As a final note, how many times can one game be revamped? It's getting almost as bad the music scene a few years back when the amount of mixes for one tune was astronomical.


What exactly are software houses up to? Not content with overcharging they expect us to purchase the same game more than once. I feel it's time they got their acts in order!



GERRY



In a show of male bonding the lads get together for a spot of bitching



MEGA PANEL

| SPORTS SIM | | SCORES OUT OF 10 | |
|-----------------|--|------------------|-----|
| JOE MONTANA '93 | | OVERALL SCORE | 59% |
| ONE/TWO PLAYER | | GRAPHICS | 7 |
| | | SOUND | 6 |
| | | PLAYABILITY | ? |
| | | DURABILITY | 6 |

UPPERS

- Good graphics
- Two-player game is lots of fun
- Nice change to coach the team rather than play in the game

DOWNERS

- A mish-mash of the first two games
- Not enough originality
- Sprites move a little on the slow side



Thanks to Megacom

(Left) "The bar is now open!" Fans go wild

(Below) Smack! Wallop! Bang! Another bout of friendly back-slapping breaks out



Every couple of levels you get another badly synched animation sequence. They sound dead impressive, but the animation is dump

BLACK HOLE ASSAULT

REVIEW

MEGA-CD

Actually, this isn't the first naff beat'em-up to appear on the Mega-CD format. Those of you who've been keeping an eye on the CD market right from the start will doubtless recall an utterly atrocious game by the name of Heavy Nova. Well, this is sort of the same thing, actually it's almost identical, but it is slightly more playable!

As with most futuristic Japanese games the plot revolves around an evil and highly

developed race of psychopaths trying to bring about the end of civilization as we know it. Apparently all of the Earth's outposts on numerous planets have been wiped out and your elite force of butt-kicking robots have to go and sort things out.

Sounds fair enough, but to be quite honest I doubt very much if a hundred foot high robot is the most practical way of knocking out bad guys. I've always been in favour of a tiny spaceship with stupidly powerful weaponry. Never mind, eh? Any excuse for a beat'em-up I suppose.

THE END OF THE UNIVERSE?

The basic idea behind the game involves you hopping from planet to planet, punching and kicking your way through alien robots. You have two different robots at your disposal and your choice is made between each fight. Each of these has its own advantages and disadvantages against the various bad guys and you'll need to pick and choose according to what each is capable of.

First up you have the imaginatively named type A which is a nimble ninja-bot which is the slightly heavier of the

The Japanese seem to love robot beat'em-ups and after seeing oodles of this genre on cartridge here is one for the Mega-CD.



Arghhh! Attack of the lardy sumo robots from hell! Here, the ninja-bot with a weight problem demonstrates an effective throw



Ranged weapons are quite cool for bashing down the enemies power level. Here is a pair of splendid guided missiles



In exhibition mode you can pit any robots against each other and place them in any of the locations in the game



Hopping from planet to planet you come across a variety of robots. This green guy is quite a hard lad when he gets going



two. Decorated in pleasing blue livery this is probably the easiest of the two to control.

Secondly is the type B which is considerably lighter and speedier than type A. This robot is ideal for running rings around the opposition and laying in lots of very quick strikes.

STREET FIGHTING ROBOTS?

Move-wise I'm afraid this isn't quite Street Fighter II. You've got a basic kick and punch which can be aimed either high or low, along with a throw, a rugger-type barge and a ranged weapon.

This ranged weapon is different for each of your robots. The type A has a rather nifty plasma bolt, whereas the type B fires guided missiles. Obviously these weapons aren't available at all times, they can only be used when your power-packs are fully charged up and

ready. One shot from each causes a major power drain meaning that you can only use the weapon two or three times in a fight.

To be quite honest the limited number of moves is the main downfall of the game. Obviously with the game being CD based the presentation is great, but on the whole it's just a very weak game.

I must mention the numerous cartoon-style animation sequences here. The lip synch on the characters is worse than the very worst dubbed ninja movie. One of the sequences had the characters

miming away for a good minute after the playback from the CD had finished!

There are loads of options for either a one or two-player game in either mission mode or tournament mode. But so what? When it boils down to it, the game's just plain tedious. It's obviously better than previous attempts at this sort of thing, but it's still dull. Even the inclusion of a wicked heavy metal track on the lengthy musical score did little to lift my opinion.



JOHN



MEGA PANEL

SCORES OUT OF 10

BEAT'EM UP
BLACK HOLE
ASSAULT
ONE/TWO PLAYER

OVERALL
SCORE
59%

GRAPHICS 7
SOUND 10
PLAYABILITY 5
DURABILITY 4

UPPERS DOWNERS

- The CD soundtrack is one of the best yet
- Some of the animation is quite nice
- Not enough moves
- The dubbing's awful

Thanks to Krazy Konsoles

GRACELESS MOVES



KICK

The kick can be lethal in any of three different positions; high kick, mid-kick and sweep



PUNCH

Smacking a robot repeatedly about the mush only wears it down slowly. This manoeuvre be performed in two positions, either high or low



BARGE

The rugby-style barge is great for knocking your opponent to the ground



FIRE

Charge up and let fly a wicked ranged weapon. What more could you want eh? Guns, that's what you need in a situation like this!





POWERMONGER

Hide the porn mags and pimple cream, break out the brown nylon jumper and the purple cords, it's a war game for the Mega Drive.

REVIEW

And the time came when "It rained for 40 days and 40 nights. The water did rise and cover the land, beasts of the earth and birds of the air did perish, for the Lord thy God was well angry and no one would survive the terrible flood".

Unfortunately no one survived this spell of wet weather except you (the king), a few soldiers and some strange continent. Now a king without a kingdom is aka to a one legged man at an arse kicking competition. Yup, not much use to anyone.

So being the



fighting type the order is given at once to prepare the troops. It's time to conquer new lands, seek out new life, to boldly go...Hold on a minute what are you, some kind of nancy boy? This ain't Star Trek, it's Powermonger. So get out there, start burning, raping and pillaging.

Oh, unfortunately, according to the intro screen, the general idea of Powermonger is that you are 'a fair and just king', so it won't be fun all the way.

Powermonger is an icon driven arcade adventure made up of 195 islands and territories and to complete the game these must be conquered, or brought around to your way of thinking!

To start with, one small insignificant little island is

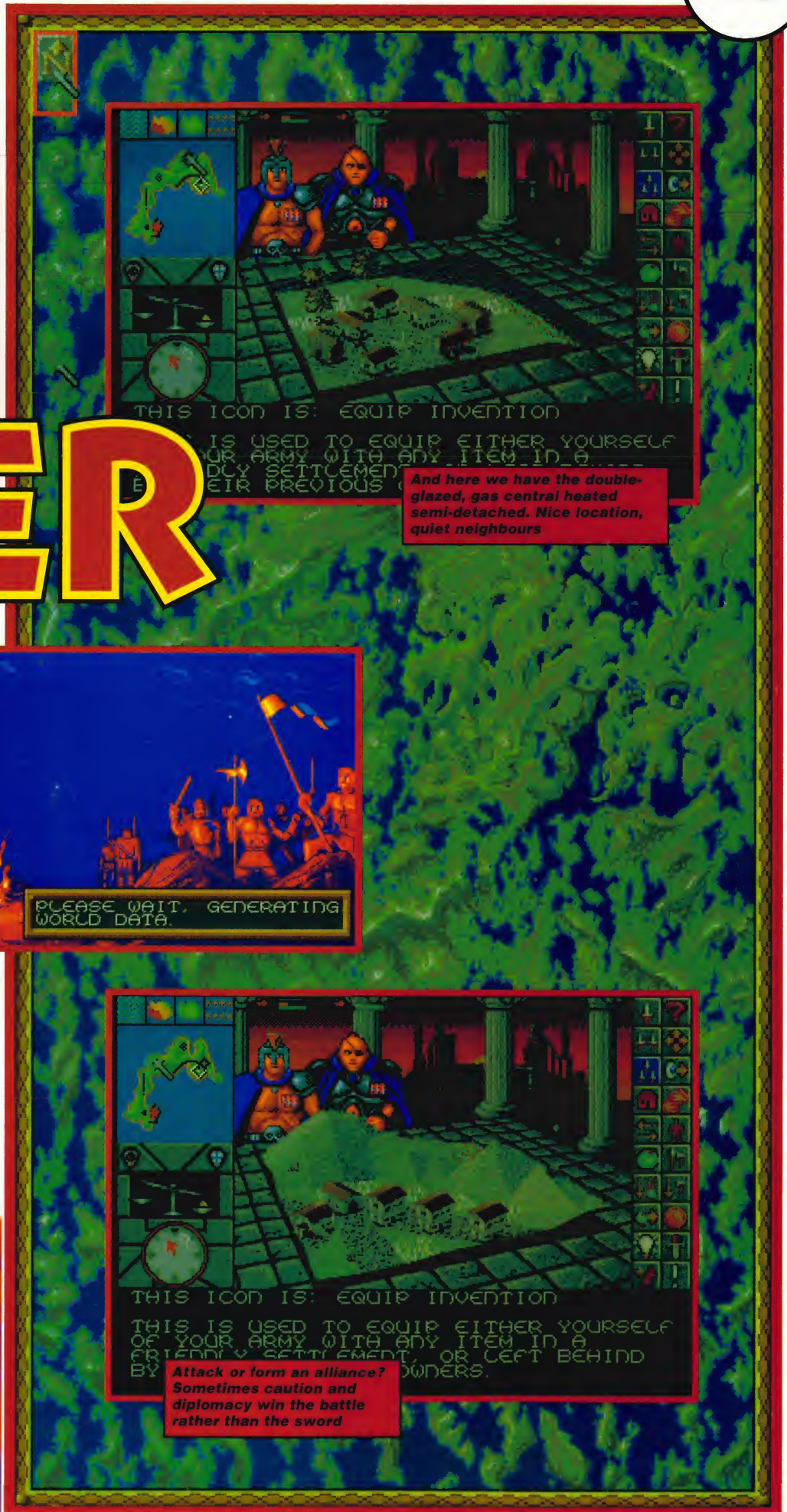
yours to do with what you will. This place is very easily overrun because the small population of the island offer only a sporadic defence.

RAPE, PILLAGE AND BURN

After each town or settlement is taken or liberated, depending on which way things are viewed, more soldiers are required to replace those who have gone to meet their maker. The best idea is to recruit more men from the local population and stock up on food.

However, this is not as easy as it sounds. After a land is beaten the population serve their new king. If treated badly the local members rebel which means more than the usual amount of troops have to be garrisoned in the town, thus denying the king extra fighting men.

To stop these irritating little



ONGER

sideshow you, as the king, must treat all your subjects well and this means leaving adequate food for the locals, and enough men to farm the land in order for sufficient food to reach civilians and soldiers alike.

POWER SURGE

Soldiers with small knives are fine, but pitted against an enemy armed with swords it has to be two to one for, or at best, evens for the sword holders. The solution is to invent better weapons which is no problem because several towns have workshops in which a loyal captain can lock himself away for days and hey presto, a catapult or even better a gun is produced! Give that man a prize!

After sorting out the logistic side of things it's now time to turn your attention to kicking





CONTINUED more ass with the new, larger army built from scratch.

At this point I thought something good was in the offing. Images of decisive battles taking place with massed armies appeared. This was not the case however, each new conquest is started with a small force having only limited food and resources. This means that all the food gathering and soldier recruiting has to be repeated.

This may make for hours of brain stimulation for certain parties, however for me it was a real atmosphere killer. What is the point of conquering land if you can't exploit the resources and people?

When a battle is over however, the victor does get the spoils – where would Britain be today if we didn't strip half the world bare and keep it for ourselves. Probably a lot better than the mess we're in now!

This is where I thought that Powermonger fell flat on its face. I admit to being a fan of strategy games, I even have a train-spotter jumper, but I don't think that managing the farms is a job for someone who is supposed to be fighting a war.

I found that Powermonger pays far too much attention to such details, not

CLICK AND TAKE CONTROL

- | | | | |
|----|--|----|--|
| 1 | | 11 | |
| 2 | | 12 | |
| 3 | | 13 | |
| 4 | | 14 | |
| 5 | | 15 | |
| 6 | | 16 | |
| 7 | | 17 | |
| 8 | | 18 | |
| 9 | | 19 | |
| 10 | | 20 | |
- 1) Passive aggression
 - 2) Normal aggression
 - 3) Aggression
 - 4) Go home
 - 5) Transfer men
 - 6) Get food
 - 7) Drop food: Leaves troops free to carry more important items
 - 8) Gather food
 - 9) Invent
 - 10) Send captain: This will order a captain to any point on the map that his general wishes
 - 11) Query: Anything on the 3D view can be examined with this
 - 12) De-rank: Sends a small portion of troops and their captain back to friendly HQ
 - 13) Spy
 - 14) Alliance
 - 15) Get men
 - 16) Equip invention
 - 17) Drop invention
 - 18) Trade
 - 19) Attack
 - 20) Options



- 1) Position of your forces and captain
- 2) Locations of other settlements on island



- 1) The respective coats of arms of your adversary and your good self
- 2) The balance of power: When the scales are tipped to the right the flow of power is in your favour. To defeat an enemy every grain of sand must be in the right-hand scale pan
- 3) Time remaining in the game: The quest runs on real-time so don't waste time



- 1) Highlight the medals on the chest and the status of the army, the strength, the supplies and so on are shown
- 2) After a victory the celebration fire burns
- 3) Current food supplies
- 4) Amount of fighting troops available
- 5) Health bar



Time to write silly names and swear words for a name. I always fancied being royalty for a day and here's my chance

leaving enough time to fight. Sadly after only six hours of playing I found myself yawning because the buzz had simply fizzled out.

With the number of islands and territories to conquer the task is somewhat daunting. Fortunately for us EA included a password system

(Right) "I'm dreaming of a white Christmas, just like the ones I used to know, where tree tops glisten and children listen to hear sleighing in the snow..."

which is an absolute godsend. Every piece of land has a personal code enabling easy access to any stage of the conquest. Old territories and conquests can easily be called back.

ONWARDS AND UPWARDS

In keeping with most strategy games the number of commands and control features mean that many hours of studying the manual are in order before you can even begin to think about starting a game. However, don't let such trivialities stop the budding Montgomery in you get out ...even if food supply isn't your cup of tea.



GERRY

Excuse Me!..

As a fan and a master of all strategy games, I feel that I should say something regarding this review. Powermonger is better than Populous by far, but even so Powermonger doesn't hold the player's interest for long enough. I found that the game is far too repetitive with each island being very similar to the last. In the end I was crying out for more variation! To sum up, this is Populous with extra icons. **DAVE**



MEGA PANEL

STRATEGY

POWERMONGER

ONE PLAYER

OVERALL SCORE

87%

SCORES OUT OF 10

| | |
|-------------|---|
| GRAPHICS | 7 |
| SOUND | 3 |
| PLAYABILITY | 8 |
| DURABILITY | 7 |

UPPERS

- Password system
- Once the controls are mastered it becomes engrossing

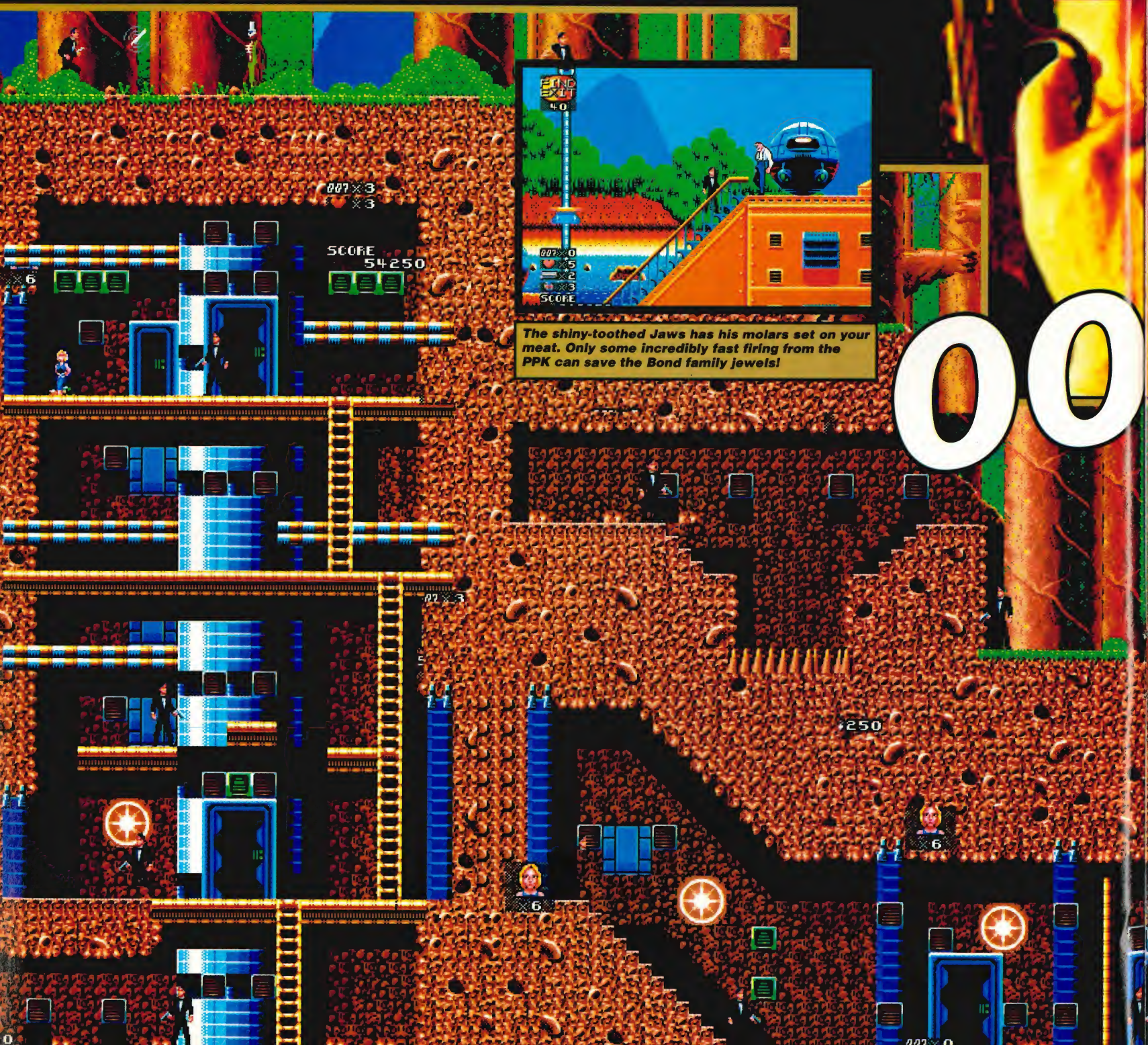
DOWNERS

- Not enough emphasis on combat
- The casual player may be put off by the sheer content of the game



Having just managed to set the bomb, Bond and his new-found friend leap about in glee. Oh the devils!

The man who dices with death for Queen and country on a regular basis is back in a new adventure. No, it's not Paul Gascoigne, it is in fact Bond, James Bond ...and it all has nothing to do with a film!



The shiny-toothed Jaws has his molars set on your meat. Only some incredibly fast firing from the PPK can save the Bond family jewels!



Tarzan...sorry Bond, swings his way across the jungle in an attempt to rescue the girlie. "Is that a box of chocolates in your pocket or are you pleased to see me?" she enquires



Our hero decides that yellow shell suits just aren't his cup of tea. Instead he opts for a very classy DJ. You never know who you might meet!

JAMES BOND THE DUEL

REVIEW

It has been 30 years since a bikini-clad Ursula Andress stepped from the Caribbean in Dr No, the first Bond film. In a celebration of this anniversary Domark has decided to unleash the world's most famous secret agent onto the Mega Drive.

Get ready for 007!

Can an old-fashioned jump and shoot game still hack it on the Mega Drive? Can simple gameplay still make a successful game? Domark obviously thinks so, but is it alone in its convictions? What do I think of it then? You'll have to wait until the end for that I'm afraid.

The four levels of James Bond: The Duel set in and around yet another Caribbean island, pit Bond against his arch-enemy Blofeld. Action starts on a rather

huge boat defended by some thick and predictable guards.

The idea of this and every other level is to explore the whole thing so that you can rescue all of the damsels in distress, not get shot too often, set the bomb to destroy the level and get out. As you see, all fairly simple stuff.

HMM, NICE TEETH!

All four levels feature a famous Bond enemy, cloned under duress by the kidnapped scientist. The first is the ubiquitous Jaws. He's not the hardest person to kill, in fact the guards are more of a problem than him.

If you should happen to fall into his clutches he'll throttle you a bit and chuck you overboard. You'll then have to swim fast against the rather nasty current before being eaten alive by the sharks.

Level two, the tropical jungle installation, features Bones. He was the chap in Live and Let Die who had half his skull blown away and laughed loudly about it - brave chap. You don't actually have to confront him though, but you do have to mess with this grenade slinging, bullet firing helicopter-type thing before you can escape.

Mayday makes an appearance in level three. She's the one played by Grace Jones in the flawed View To A Kill. She'll mercilessly high kick and karate chop you to an early grave given the chance. Level four sees Oddjob who has to be defeated before you go on to confront Blofeld himself.

Naturally old Jimmy can take a few more shots than your average

guard, five more in fact. However, as we know Bond has always been a much better shot than the cannon fodder plebs who don't even make it to the cast list.

As well as his PPK, Bond has grenades which can be used on the more awkwardly placed guards or some of the big machines that turn up later in the game.



Because Bond is so hard he can defeat this metal monolith with just one magazine from his pistol. Woof!

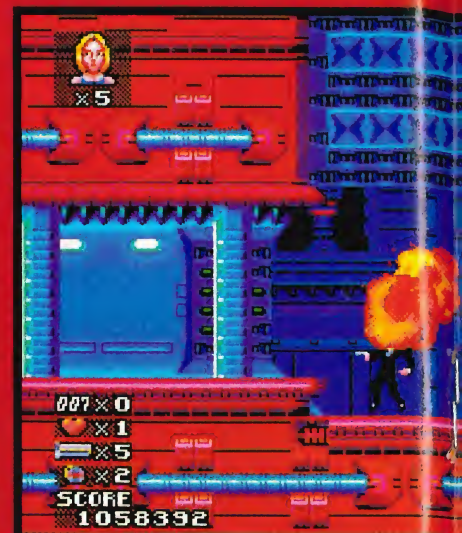
CONTINUED



An interesting shot of the swimming pool, oops sorry, the sign says exit. My mistake, it must be the end of the level



Will these villains stop at nothing? Two giant cheesy puffs attack Bond. Whatever next?



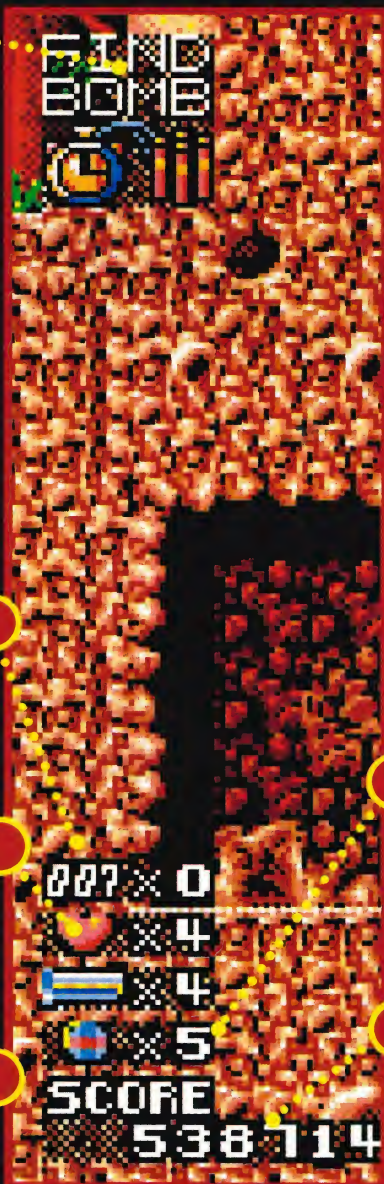
EXPOSED!

When you see this you've found all the girlies to rescue, now all you have to do is blow the place up

This determines how many lives you have left

How many bullets, falls or beatings James can stand before he dies from a maximum of five

How many ammo clips 007 has. Again a maximum of five but if Bond shoots someone when he has less than five the dead person will drop one



Grenades only come in Q packs so use the deadly and accurate devices sparingly

Blimey, you're a bit crap!



Unfortunately his PPK cannot be powered up into an Uzi or something like that, he's stuck with his one automatic pistol. A variety of weapons would have brought a little more interest into the gameplay.

WHAT A MOVER

If the gameplay is simple then the animation of Bond certainly isn't. He

can perform over 15 different actions depending on the situation – all of these movements are exquisitely animated. He can slide down ladders, dangle from vines, somersault and shoot in six directions. Well, the man is a top secret agent after all.

The chap who created these animations was the same man responsible for the doing the Master System graphics for Prince of



Bond locates another one of the cunningly hidden explosive devices, but can he escape before he is blown in 68 different directions? Who cares?



MEGA PANEL

SCORES OUT OF 10

PLATFORM

JAMES BOND: THE DUEL
ONE PLAYER

OVERALL SCORE

75%

GRAPHICS

7

SOUND

7

PLAYABILITY

8

DURABILITY

6

UPPERS

- Great animation of the main sprite
- Simple 'fun for all' gameplay
- Some nice samples

DOWNERS

- Does begin to get repetitive
- No lasting challenge

007 impresses the girls by using the old 'appear in a puff of smoke' routine. It's just not cricket!

YOU MOVE WELL FOR A DEAD MAN, MR BOND

The animation of 007 is of a very high quality...

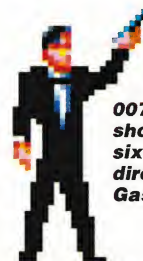


Hugging vines may look kinky, but it works



Sliding down ladders can speed things up

Crouching is really useful for dodging bullets



007 can shoot in six directions! Gasp!



Pah, who needs ladders? 007 can somersault like a good 'un to the platform below

Persia so he must have picked up a few tricks.

These graphics are the best in the game, however the remainder of the backgrounds and level details never startle. They are just about adequate for a game of this type, but never ground-breaking.

The amount of colours on screen and the one layer of parallax scrolling certainly don't push the capabilities of the machine any further.

SUSH, LISTEN

Sound is good quality, with some nice samples of footsteps on stairs and groans as both Bond and guards get shot. Of course the ever-present Bondesque tunes do a lot for the whole atmosphere.

Can this simple gameplay make a good game? Well yes it can, if you don't come to it expecting too much. If you fancy a quick jump about with a bit of random blasting for a couple of hours, not to mention the ego-massaging fun of

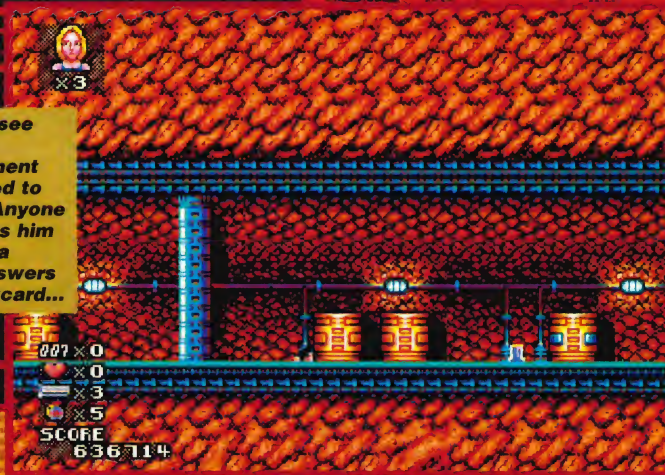
being James Bond, then this could be for you.

If however, you fancy a really big challenge then you'd probably be better off with a game like Gods. In short James Bond: The Duel is ideal for younger Mega Drive players, or those who are new to the machine with no experience of gaming.

Unfortunately it can only ever be light relief for anyone who has experience of games.



'To be or not to be, that is the question' as Bond stuns the nasties with his wit and intellect



Here we see 007's concealment skills used to the full. Anyone who spots him may win a prize. Answers on a postcard...



Pretending to be hit, Bond lures the bad guy into a false sense of security

Once through your test, all that is left is for you to choose the correct grail so you can heal your dying father



INDIA AND

Considering the film was released God knows how long ago, it seems a little strange that this particular Indy game is being released now. We find out if it really was worth the wait.

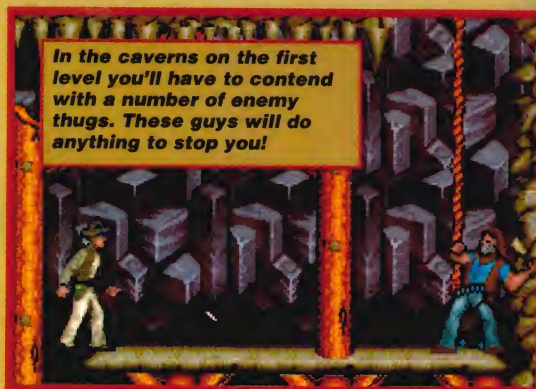
REVIEW

US Gold has been producing Indiana Jones games for some time now. Over the past few years it has produced both adventures and arcade games across a variety of formats.

Last year, a particularly successful platform game was released on the Master System and it's this that has been converted by Tiertex over onto the Mega Drive.

As you would expect, you play the part of Indiana Jones in his quest for the Holy Grail. The game follows the plot of the film quite closely as it takes you through five different levels which each represent a major scene from the film.

Beginning deep underground in the strange sandstone caverns your



first objective is to find a stolen crucifix and try to return it to its rightful owners. By exploring the various levels and platforms you'll soon discover that there are a number of obstacles which must be overcome.

WHIP ME BABY

The first and most obvious are the guards who haplessly roam back and forth along certain ledges. These can be easily taken out of action by simply punching them in the mush, shooting them using your gun and its rather limited

supply of ammo or thwacking them with your ever useful bull whip.

The whip is quite possibly the single most important item in the game. Although limited in the number of times you can use it, the infamous whip can be used to overcome a number of problems.

Obviously it's great for taking out the bad guys, but it also has uses which help you overcome the more troublesome obstacles. Aliming it at various key points on the scenery enables you to swing across previously unleapable gaps, while swiping at certain objects

with it helps you locate useful items such as bonus lives.

Later levels of the game take you through many of the most memorable moments of the film including the travelling circus train where you must run along the tops of the carriages avoiding assorted thugs and circus animals!

Later you'll find yourself exploring the German castle, meandering around numerous catacombs and eventually at the site of the Grail itself where you must undergo the deadly test of God. Much of the film is faithfully

INDY JONES

THE LAST CRUSADE

A large chap with a plank of wood tries very hard to make life difficult for you on level one



1

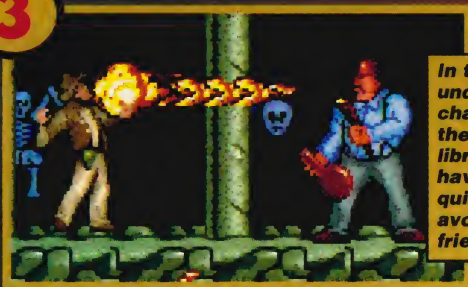
MR JONES MEETS THE BOSS



2

On the second level a rather unpleasant indian feels that you're in need of a large arrow in your chest

3



In the underground chambers of the Venice library you'll have to move quick to avoid being fried!

4



Once through the dangers of Castle Brunwald you'll have to show this goose-stepping menace a thing or two

On top of the train you've got to try and escape with the crucifix before the thugs catch up with you. Watch out for the animals though!



reproduced right up to the scene where Indy must choose the correct grail to help heal his dying father.

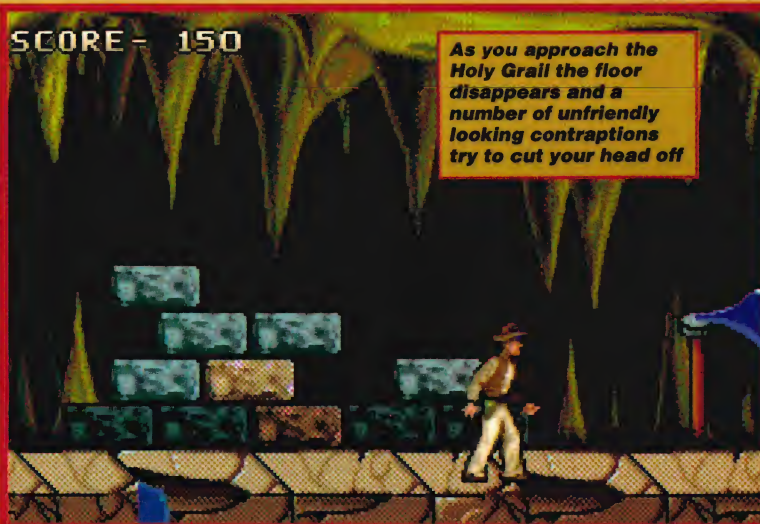
HOLY CHALLENGES

Presentation is of a very high quality, the underground levels are beautifully drawn with some superb flame-torch lighting effects and gorgeous parallax scrolling.

Later levels are also very well presented with the final stage being worthy of particular note. Not only must you cope with the lethal contraptions that impede your progress, but you also have to try and negotiate invisible pathways and runic puzzles.

CONTINUED

SCORE - 150



As you approach the Holy Grail the floor disappears and a number of unfriendly looking contraptions try to cut your head off



It's really quite amazing how many elements of the film are actually represented in the game. Having a fairly good knowledge of the film will almost certainly help greatly with some of the more obscure puzzles that are thrown at you. Can you remember the word Indy had to spell out on the floor of the entrance to the holy chamber? Get that video out and

check it out because you're going to need all the help you can get!

Overall though, it has to be said that this is one of the better film licence games. Very often when a licence is used to try and create an arcade-style game the result is quite disastrous, take a look at recent games like Terminator or Alien 3 and you'll see what I mean!

A REAL MAN!

However, Indiana Jones has obviously had a great deal of thought put into it. Obviously a few liberties have been taken in terms of plot structure and so forth, but overall the game seems to capture the essence of the Indy movie.

Graphically the game is very well presented with some lovely backdrops and excellent parallax throughout. Likewise the sound is top quality stuff. All the sound effects appear to be sampled and the music is more than recognisably Indy! OK, it's a damn

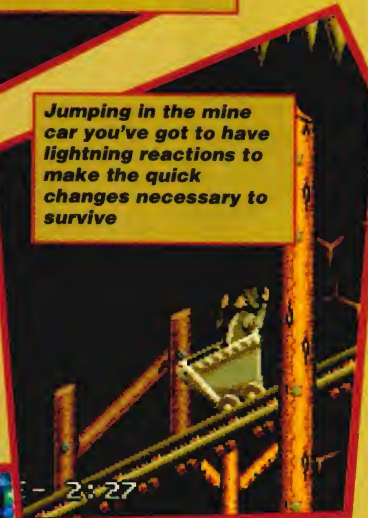


annoying tune when you've heard it loads of times but at least it isn't playing all the time.

If you're a fan of the Indiana Jones series of films this will certainly be a welcome addition to your collection. It's a fine platform game which, although initially quite difficult, is a very playable game with a pleasing blend of bog-standard jumping and shooting with more mind-bending puzzles.



Jumping in the mine car you've got to have lightning reactions to make the quick changes necessary to survive



MEGA PANEL

SCORES OUT OF 10

PLATFORM

INDIANA JONES

ONE PLAYER

OVERALL SCORE

82%

GRAPHICS 7

SOUND 7

PLAYABILITY 8

DURABILITY 7

UPPERS DOWNERS

- Blend of action and puzzle elements
- Follows the film very closely
- Good quality graphics

- There are only five levels

SHADOW OF THE BEAST II

Shadow of the Beast II is set for a November release.

Originally a hit on ST and Amiga this game is now set to cause a stir on the Mega Drive.

task is strewn with danger as the evil Zelek has unleashed all the hellish demons under his power, their job is to stop you by any means possible.

None of the excellent graphics witnessed on floppy disk versions have been lost in the conversion to Mega Drive. The superb parallax scrolling is also as good as anything seen on ST and Amiga formats.

The two major factors that contributed to the success of Beast II were the interactive gameplay with other characters and the puzzles which, on the whole, were clever and teasing. Electronic Arts has included more puzzles and additional intelligent characters to speak with, exchange items and gather information.

Despite the success of Beast II on previous games systems many players agreed that while still an excellent challenge the gameplay was a little too demanding for the average player.

Electronic Arts is now marketing the product with the promise of easier gameplay. We are assured however, that it still packs a mighty challenge to novices and experienced players alike.

Next month we'll have a full review.



GERRY

PREVIEW

After the defeat of the evil Beast Lord, tranquillity returned to the land. However, his right-hand man Zelek was rather peeved and cast a curse on your sister's baby.

It is the task of the player to explore the land of Kara Moon and rescue the child, who by now is a slave to Zelek. The

Destroy the demon and his captive will relay some very useful information, along with an offer of a reward from his master

YOU MAY NOT ENTER OUR WOOD.
LEAVE NOW OR YOU FORCE US TO ATTACK.

Ooh, I do like a man who knows what he wants

Be careful not to slip down the ropes into the water, things like this have a nasty habit of appearing

After the evil bomb-throwing trees are the large carnivorous fish. The Mega Drive game is almost identical to the Amiga version

Nothing has been lost in the conversion from disk. The stunning graphics are as good as those seen on any format

Jean-Claude Van Damme and Dolph Lundgren caused quite a stir when they starred together in this futuristic action adventure. Will Accolade's new game have a similar effect?



The last guardian is a huge robot with an even bigger gun. It bounces about aimlessly for a bit while you try and hit it in the head

UNIVERSAL SOLDIER

The first level dumps you in the middle of a forest where loads of other UNISOLS try to beat the crap out of you



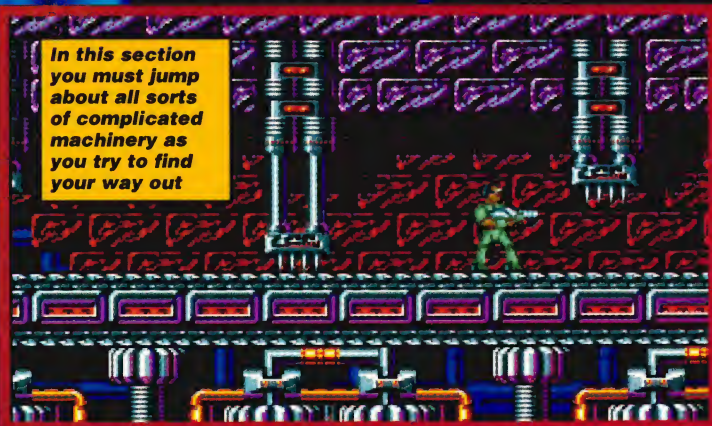
From out of the ground (c'mon now, how daft?) the first guardian bounces up and down in a most unconvincing manner



One of the new sections that has anything remotely to do with the film is the derelict motel level. Here you must jump about avoiding the hordes of UNISOL warriors



In this section you must jump about all sorts of complicated machinery as you try to find your way out



REVIEW

Have any of you ever played Turrican II on the Amiga or ST? You have? Well now you can play it on the Mega Drive, only you can pretend that it has some remote similarity with the recent Lundgren and Van Damme movie.

Admittedly Turrican II is an excellent game, it was a significant improvement over the original (also released on the Mega Drive by Accolade) and it proved to be very popular. Does it have anything to do with genetically enhanced dead soldiers roaming around killing people though? In a word...No.

What Accolade has done is take the Turrican II game and tweaked it a bit. You now control a UNISOL warrior (presumably Luc Devreux – Van Damme's character in the film) rather than a robot, your enemies are now more human in appearance and some of the levels have been

slightly redrawn to try and grasp some feint strain of the movie plot.

Apart from these minor changes, this is the same multi-level platform shooter that emerged on computers two years ago.

MASSIVE GUNS

You begin the game deep in a forest surrounded by enemy soldiers, and from here you must run and blast your way through 10 huge levels. Eventually you'll find yourself locked into a labyrinth of Gigeresque corridors and tunnels filled with enemy soldiers and robots.

Fortunately you are exceptionally well armed, so wiping out the bad guys isn't going to be too much of a problem. Every so often you'll come across a block suspended in mid-air which is crammed full of goodies including weapon power-ups and energy boosters.

In all you have four weapons systems at your disposal, two of which are upgradable. Your basic laser rifle can be powered up in numerous ways, all of which have their uses in certain parts of the game.

CONTINUED

As well as the blocks, you can receive icons by blasting away at these little buggers. Each one contains a single icon



UNIVERSAL WARRIOR

CONTINUED

First up you have the classic laser blast-type affair followed by a multi-way spread jobby. Third, there's a bouncing plasma ball doofer, and finally a huge whopper of a flame-thrower.

Holding down the fire button clicks in the second upgradable weapon which is a continuous stream of laser fire that can be directed in any direction. This has a very limited range initially, but with energy boosters it can reach almost all the way across the screen.

The third weapon system involves your warrior transforming into a high speed spiky wheel which has an unlimited supply of small atomic charges – It's funny, I don't remember Dolph or Johnny Claude doing that in the film. This rather nifty weapon is utterly invincible and its only drawback is that it is restricted to rolling along flat surfaces.

The final weapon is a huge energy blast wall which utterly obliterates everything on screen in one fell swoop. Unfortunately this weapon eats into your personal

The giant robotic snake is easy meat if you get in close enough and pile on the pressure



energy supply and can cause problems if you overuse it.

WHAT A SURPRISE...

As with most modern shoot'em-ups every so often you'll come across a suitably large end-of-level guardian which must be destroyed before further progress is permitted. As

you'd expect, these huge creatures take ages to destroy, but once killed you're ensured a whopper of a bonus.

So that's it really; lots of big levels, oodles of weaponry and a fair smattering of sizeable enemies. Not exactly something that the Mega Drive is in dire need of really!

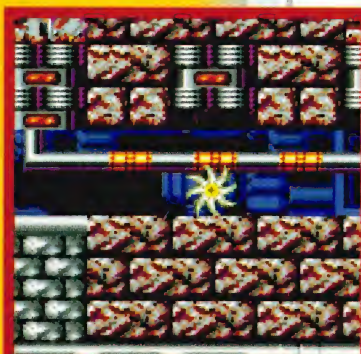
Graphically it certainly has some nice touches. The sprites are well animated and the parallax scrolling is superb in places, but what isn't these days? To stand out from the crowd a game has to look really shit-hot, and this doesn't.

Gameplay is one of the game's stronger points, however the implementation of a password system means that regardless of your playing ability you're going to be able to finish this in a day.

It's got absolutely nothing to do with the film, it doesn't look brilliant and it's too easy. Hmm, how shall we score it?



If you blast away at some of the suspended blocks you'll find loads and loads of icons popping out



Transforming your character into a spinning spiral is great for squeezing into tiny little gaps

The underground levels are absolutely huge and filled with numerous platforms and alien robots. I don't recall any aliens in the film though, do you?

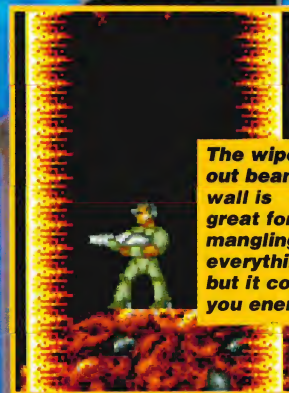


The laser gun is a fairly basic zappy thingy

POWER UP



The spread weapon is your basic boring multi-directional pea-shooter



The wipe-out beam wall is great for mangling everything, but it costs you energy



The plasma ball is great fun as it splits up and bounces about all over the place when it touches a hard surface

The beam weapon is ace as you can fire it in any direction you like




The spiral is ideal for squeezing into any tight spaces you find

Deep underground the background graphics change considerably, but the gameplay doesn't!



Don't you think that towards the end of the game the graphics look uncannily Alien-like?





MEGA PANEL

SCORES OUT OF 10

| | |
|-------------|---|
| GRAPHICS | 6 |
| SOUND | 5 |
| PLAYABILITY | 6 |
| DURABILITY | 5 |

PLATFORM
UNIVERSAL SOLDIER
ONE PLAYER

OVERALL SCORE
60%

U P P E R S

- A good conversion of an old classic
- Some novel weapons systems

D O W N E R S

- It's a bit too easy
- The presentation could be better



Take the handbrake off, you berk!

SUPER HQ

Take a six-year-old arcade game called Chase HQ, give it a coat of paint and what do you get? Super HQ.

REVIEW

Chase HQ was doing the rounds quite some time ago and very popular it was indeed. The idea of the game is relatively simple with one player taking charge of various high powered cars, and chasing crooks all over the place in different climates and terrains.

To apprehend the villains they must be forced off the road by any means possible. Be careful though, the nasties use the support of helicopters and fire rather large projectiles from the rear end of trucks.

The Mega Drive version, titled Super HQ is based on exactly the same game, but uses slightly different locations. Each stage of the chase has to be completed in a given time limit, during which the villain's vehicle must be apprehended.

The car controlled by the player uses the usual view from behind control system, with the scenery and other cars rushing towards them. The choice of three different types of



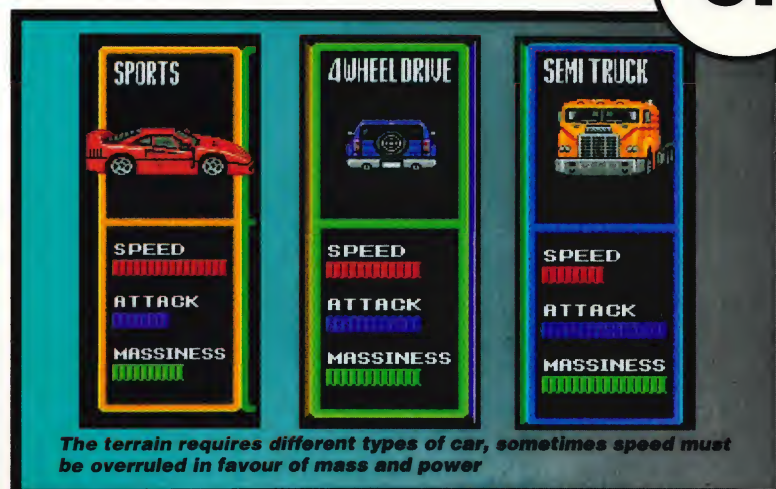
vehicle are given on the options screen, each vehicle having its own plus and minus features. For example, when driving through snowy mountains a four-wheel drive Jeep is more useful than a nice sporty Ferrari F40.

I'M A LUMBERJACK

The game has two difficulty levels and the controls can be customized to suit the individual's needs. In all there are five stages and a bonus level which need to be completed before the game is complete.

Action takes place in many different locations, including both the suburbs of a large city and driving over some rather





ER HQ

large bridges with waves crashing over the road. Snowy mountainous areas and dry desert scrub are also conditions which you will encounter.

In the fifth level you have to chase a large juggernaut while the occupants attempt to shoot you off the road. Turbo power-ups are available, enabling the chosen car to speed up quite considerably, however other cars and trucks clutter the road preventing the pursuers easy access to the crooks.

The question that must be asked about Super HQ is, why bother? The size of game and the graphical quality are better suited to the early Amiga budget games, rather than the power of the 16 bit Mega Drive. It hardly seems like good business sense to

release such a dated game when there are a number of superior carts knocking around.

The major fault however, is the amount of challenge or rather lack of challenge presented by Super HQ. Not pretending to be the world's greatest games player, in fact far from it, did not prevent me from completing Super HQ in my lunch hour.

Anyone who has the slightest idea about games playing will have it finished in no time. Does this justify spending £35? I think not.



GERRY



(Above) Driving in a winter wonderland...sort of

(Left) Look up there in the sky, why it's a helicopter!



I say darling, the car in front appears to be on fire

MEGA PANEL

| | | | |
|-------------|-----------------------------|-------------|---|
| DRIVING SIM | OVERALL SCORE 40% | GRAPHICS | 5 |
| SUPER HQ | | SOUND | 5 |
| ONE PLAYER | | PLAYABILITY | 4 |
| | | DURABILITY | 4 |

UPPERS

- Fun for about 15 minutes

DOWNERS

- Complete lack of challenge
- Way too old and dated
- No two-player option

Thanks to Megacom

MEGA FILE

In this, the last Mega File we have a butcher's at brain games – you know, the ones you actually have to think

1



LEMMINGS

PSYGNOSIS • £39.99

Can you save the lemmings from following each other to certain death? Make your way through 180 levels of varying degrees of difficulty; from Fun through to Mayhem! Featuring great graphics, this is the most addictive, funny and original game to hit the MD for years.

92%

2



POPULOUS

ELECTRONIC ARTS • £39.99

A superb game that puts the player in the role of no one less than God! Design your own world, then do as you please with the natives. With 500 levels full of great graphics this is an extremely addictive game. It's an excellent offering that provides a constant challenge.

90%

3



WARRIOR OF ROME II

MICRONET • £39.95

Step into the shoes of Julius Caesar and plan a campaign to conquer Asia. You have to make sure that Caesar stays alive to return to Rome where a plot to make Pompeii the emperor is hatching. A good strategy game that can be played in a day rather than a week.

88%

4



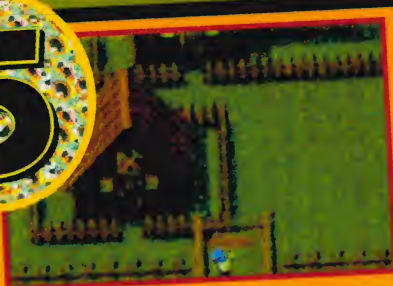
POWERMONGER

ELECTRONIC ARTS • £39.99

Take command of a small army, build it up, then conquer the world. This is a massive game requiring patience and thought. Diplomacy and a good military mind are both needed. It provides a great challenge.

86%

5



SWORD OF VERMILLION

SEGA • £49.99

An easy introduction to role-playing games. Easy to master controls combined with a good story make it one of the best RPGs. Great graphics add to the overall enjoyment.

87%

6



HERZOG ZWEI

SEGA • £34.99

Despite being rather old, Herzog Zwei is still a good game. The player has to build up an army then attack neighbouring nations. Action includes air surveillance and air attack. This is a good military strategy game.

85%

7



PHANTASY STAR III

SEGA • £49.99

Larger than its two predecessors, Phantasy Star III is one of the best Mega Drive games to appear for quite some time. Zoom around space gathering allies, while at the same time solving puzzles in this unique RPG.

82%

8



BLOCK OUT

ELECTRONIC ARTS • £34.99

Coming from the Soviet Union, this is a 3D Tetris-clone. The game is based on a very simple idea. Objects drop from a great height and you have to rearrange them into a flat surface before the screen fills up. A lot more fun than it sounds.

81%

9



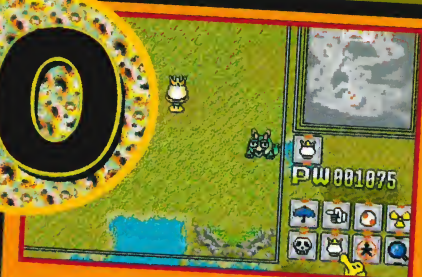
THE IMMORTAL

ELECTRONIC ARTS • £34.99

Another RPG that features good 3D graphics. You walk round the evil castle beating up assorted nasties and retrieving treasure needed for your quest. A huge game which is very enjoyable and difficult to complete.

80%

10



DYNA BROTHERS

CRI • £34.99

This includes some cute dinosaurs which have to be saved from dinosaur-eating aliens. The player has to create safe areas, use rain for vegetation growth and kill aliens. It's fun to play despite the similarities to Populous.

79%

THE REST

We can't really call this Down The Pan this month because there's nothing too bad in this genre. In fact most of this lot are very playable.

11 Shining in the Darkness78%

12 Phantasy Star II77%



Shining in the Darkness

13 Gem Fire76%

14 Corporation75%

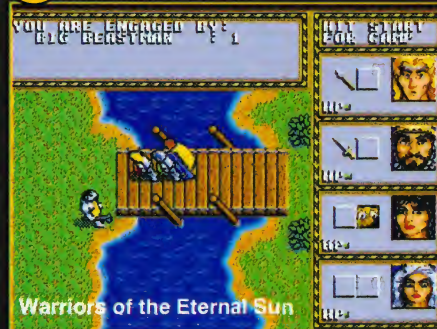
15 Klax74%

16 Phantasy Star72%

17 Rings of Power71%

18 Mega Panel70%

19 Marble Madness69%



Warriors of the Eternal Sun

20 Warriors of the Eternal Sun65%

Gus

This is student Gus aged 23 from Cardiff. Gus enjoys platform romps and says his favourite game is Sonic. On choosing games Gus told us, "I always try to play before buying, but reviews can affect my choice". On the subject of money Gus stated, "Personally I don't think carts cost too much, but I'm not 14 years old and still at school".



OOP YER WAY

Russell & Johnny

These two are brothers Russell and Johnny from Cardiff who are both Mega Drive players. Their favourite games are fighting games and Sonic. "We are really looking forward to when Sonic 2 is released. We think it will be really brilliant, even better than the first one was".

So, what would the lads like from Santa this year? Russell expressed a yearning for EA Hockey or John Madden, whereas Johnny said that he wanted to get Streetfighter. Obviously he is the roughie-toughie of the two!

**Hugh Russell**

This is 12-year-old Hugh Russell from Derby. "I'm saving up for Sonic 2, but would like it for Christmas. Well, either that or Dragon's Fury." Hugh had several things to say about Gamesmaster, "The reviews are a bit hard on the games so I tend not to take them too seriously, but the programme is still good".



Lock up your daughters and board up the windows, MAG is back in town. This month we visited the Virgin Megastore in Cardiff and with Christmas approaching we decided to let the customers talk about whatever they wanted. Boy are there some fruitcakes out there!

Jack Lewis

A man with some chivalry, 22-year-old Jack Lewis told us, "The idea of using cheat codes and Replay carts defeats the purpose of the game as far as I'm concerned. Why buy a game just to complete it with a cheat? Rather a waste of money". Jack also wants a copy of Sonic 2 for Christmas - who doesn't?





Lucy

Here we have Lucy aged 13 who owns a Ninte...arghhh, I just can't say the word. However, Lucy has played loads of Mega Drive games, so she tells me anyway. "I enjoy playing any game as long as it's lots of fun. I often buy games after reading magazines, but not if they're the really expensive ones." What would Lucy like from Santa this year? "Don't be so stupid, I'm far too old for that sort of thing, are you some sort of moron?" Well yes, sort of!



Anthony Robins

This chap Anthony Robins is relatively new to the world of gaming. "I bought my Mega Drive last week and the only game I've played is Sonic the Hedgehog. I'm thinking about buying a few magazines to find out what they have to say about new games. At £40 a game you cannot buy the thing because it has a nice cover"

This month: Virgin Megastore in Cardiff



Games Manager Stuart (second left) said that "The best selling game over the last year has to be Desert Strike, however Taz-Mania has also sold well. If Sonic 2 lives up to the advertising hype though, it will be the top seller this Christmas." What about the old Mega Drive Vs Super NES debate? "The Mega Drive far outsells the SNES at the moment in terms of games and consoles sold, however it remains to be seen which system will win the battle at Christmas."



Simon

The next unsuspecting soul to be picked on was Simon. "I've owned my Mega Drive for six months now. The best game doing the rounds at the moment has to be EA Hockey, but at £40 it's still a bit on the expensive side." Simon was caught out a few months back when he bought Taz-Mania because every reviewer was ranting about it. "Disappointed is not the word I would use, however I've learned my lesson and always try to play before buying."

Michelle

This bloke's name is Michelle or Shellsuit, something along those lines. Shellsuit owns a Mega Drive and enjoys "Car and fighting games". So far, so good. What does he think of Gamesmaster? "It's quite good." And what about game reviews? "Yes, I buy games magazines they are good." Hmm, communication breakdown methinks. Well, thanks and Merry Christmas!



Thanks to all of the games staff in Cardiff who, even when overrun by customers, went out their way to help me in any way possible.

THE GUARDIANS

You waited for months for the game, but you don't have to wait for the guide that will help rid the world of the evil Dr Robotnik. So without further delay read on!



DAVE

LEVEL 4



From the glittering lights to the death-trap pinball table our hero must do battle with the evil one. Start off by hitting the side of his airborne craft taking care not to hit the electric pulses from underneath

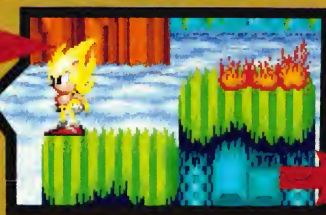


The best strategy to adopt here is to stay on the middle bumper. From here you don't bounce to astronomical heights so you can monitor the Doctor's whereabouts

LEVEL 5



Across the flaming hills to the lava pits, once again Robotnik returns to thwart our hero. Rising out of the flames you must jump on top of the vehicle twice



Then retreat to this grass platform here to evade the imminent fire attack



Then attack the fireproof craft as it rises from the left-hand side



Then chase him and attack the top half before he drills back into the roof of the cave. Then get ready to repeat the former tactics

LEVEL 10



Eeek! Sonic is faced with a hideous robotic copy of himself



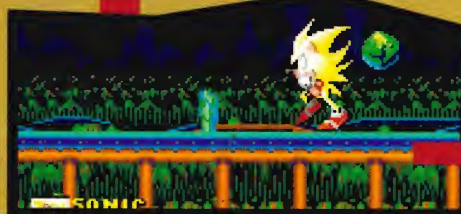
Be wary when it curls into a rotating razor-edged ball though!

LEVEL 1



Just as Dr Robotnik joins up with the futuristic Land Rover at the bottom of the screen, run towards him and do the spin attack, making sure you land on top of the vehicle. Repeat before he disappears off screen

LEVEL 6



After the dangerous exploration of the mystic caves you find yourself within a large abandoned cavern. Without warning rocks and stalactites fall, however only the spikes prove to be lethal here



Then as he reveals himself jump and attack from underneath



Jump up towards the strange craft as soon as it appears. Then just stay where it's shown

LEVEL 3



After the perilous trek of the aquatic section you're faced with the evil Doc once again! Wait until the poles rise from the ground like so



Next dodge the oncoming arrow that gets fired from the stone column. Then leap onto the arrow when it's lodged itself on the other side



Then spinning off from the arrow hit the craft in the unprotected undercarriage

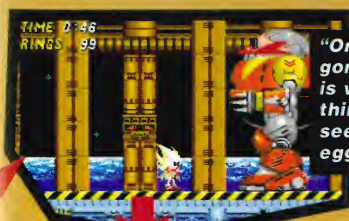
After zooming through the speedy, slippery ramps of the oil ocean, Robotnik returns in his modified submarine. When it appears on the bottom of the screen attack twice before returning back to the nearby platform



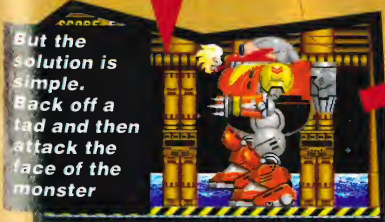
Then without warning a spiked metal snake-like thingy bursts forth from the oily waters. Simply jump over the spiked part to avoid any damage



There's a secondary attack from a laser gun. Just duck down and wait until it disappears!



"Omigod! I'm gonna die!" This is what you'll think as you first see the death-egg suit



But the solution is simple. Back off a tad and then attack the face of the monster



Repeat until it leaps off from the screen and then you must run around to avoid being hit

Ha! Now with the battle won you can relax and enjoy the final credits of one of the most eagerly awaited sequels

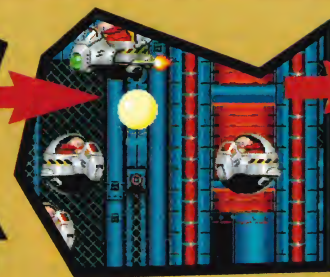


Quickly attack. You'll know if a direct hit has been made because the screen will flash white

LEVEL 8



Somewhere through the scrolling metropolis is the evil Dr. When you find him you'll notice he has several spinning bubbles surrounding him



Try to time your attack so you strike him when there are no bubbles to block your way



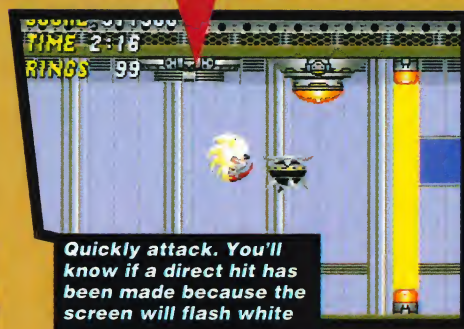
Then concentrate on attacking the craft above. Don't worry about the other mirror images of the craft because they explode in one impact

LEVEL 9

Wait in the laser-sealed room until all three of the spiked platforms have been released



Then leap onto one of the platforms and wait until the laser above opens up



SONIC THE HEDGEHOG 2



To continue this really in-depth and detailed guide we'll show you how and where you can obtain the secret chaos emeralds, so you can use them to transform Sonic into Super Sonic and then use this power against the evil, cunning Dr Robotnik!



Slipping on your speed boots you take a peek down the windy and twisty tunnel. In the distance you see gold rings, just retrieve the required amount and you'll receive the first gem.

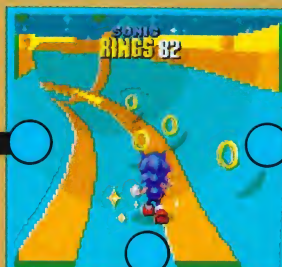
BLUE EMERALD



The key to success is keeping dead centre to obtain most of the rings



Then straight back into the middle



Wow! There's a variation to the right



Keep going to the left



Don't move the joystick yet



Oh no! Not the left side again!



Watch out for the bombs decorating the sides



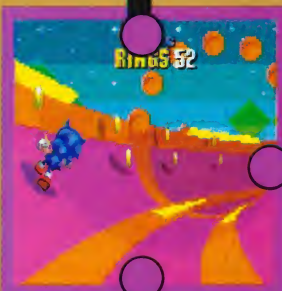
Then jump onto the reverse side for another lot



Some more on the left for you to pick up



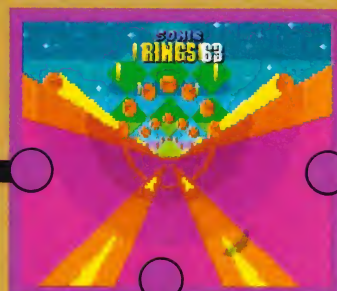
Up on the left as you go around and around



Left again!



Some bombs that'll rob you of your rings



Get the ones that are at the top of the passageway



With a swift movement of the joyypad move up the right of the tunnel



Then with a nimble jump revert over to the other side



And it's back over again to obtain this set of rings...



Before coming back down in the middle



Aim left when going into the right-hand bend



A little to the left I think



Ooops, back into the middle!



Cor, another lot on the left



Another patch of rings on the left-hand side to collect on your way



Then just as you're exiting the corner drop into the middle again



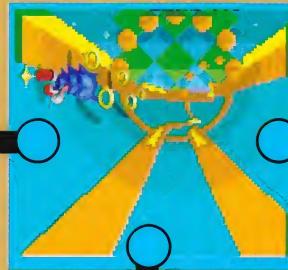
Get them all



Up onto the right



Oooh, a middler!



High up on the left, move it!



Stay on the left for the second dosage, before dropping back into the middle



Stay in the centre as you go through the bend



What a surprise, some middle ones

**HARD WORK AND DEDICATION
will lead to the purple emerald.
Have you got what it takes?**



Well done, you've got the blue emerald!



Just run around like a mad hedgehog



Another set of bombs left lying in the middle



A high left



Stay with them as they sweep to the right



Right up on the right

CONTINUED

CONTINUED



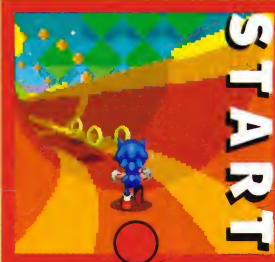
Back to the left again
my friend



Don't stray from the
middle yet



Now go right quickly



Oh well, at least the
initial part is predictable

RED
EMERALD

You
may
start to notice
that things are
getting a little harder, but at least
you've got this guide!



Just jump the first set of
bombs



Then get the rings to
your right



And be wary of the
bombs that wait at the
end of the rings



Stick with the long line
of rings that rest on the
side



Dodging the bombs on one
side get ready to move in on
the rings on the other side



Then into the safety of
the middle for a short
while



Then start warming up
by shifting to the left a
little



Take things steady by
running down the middle

PINK
GEM

The
next
gem is the pink
one. It's guarded
quite well by the traps, so huge amounts
of dexterity are needed for this
dangerous run!



It's a left then be careful
of the bombs ahead



Loads a rings



Get the little blighters on
the left



A gap allows you to run
through



Warning! Bombs ahead in the
middle lane



Keep running down that middle line



Don't stay there too long because there's a cluster of bombs



Once the bombs have been cleared drop back into the middle



Then up on the left



Don't wander down yet or you'll hit these bombs



Ahh at last! The purple gem has been found



Then run down the middle



Then up onto the right



A high right is required



Only a brave hedgehog can run up on the steep incline on the left



I think the picture says it all!



Get ready to jump over the long line of bombs



Do the spin-jump trick!



Oh lordy! There's an awful lot bombs around here!



Oh well done! You've managed to survive and now the emerald is yours



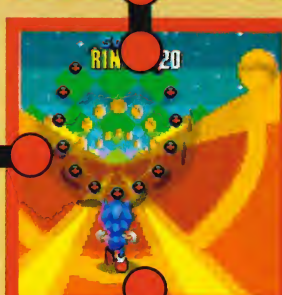
A slight tilt to the left and then back into the middle



A high right



Same applies here



Try to jump a little early here so you can get the rings just after



Another safe passage for you to run through



After the bombs there's a clear passageway



Just after the next bombs are these rings



Dodge the bombs, then get the rings



It's looking good if you've made it to here!

CONTINUED



CONTINUED



Careful of the bombs as you collect these rings



Stay to the right around this blind corner and you'll be OK!



Go right around the bombs on this corner



Oh you geek! You were supposed to get the rings at the top!



Followed by a choice of direction!



Well, well rings in the centre that's an unusual start isn't it!



It's obvious what you've got to do here isn't it?



Make a decision quickly or suffer the consequences



After picking up all of the rings from the middle move to the right



It doesn't matter which line of rings you decide to take



Eek! Bombs in the fast lane!



Jump across these and then jump back again



Oops, left past the bombs



Nothing changes does it?



With only one coloured gem remaining you've got to do your damndest on this course and collect 210 rings.



Stay to the left around the corner



Then on the right my faithful blue servant!



Lots of rings as you move around the bombs



Through the ring of highly explosive bombs



Woah! That was a close shave!



Keep to the right!



Then up along the left



Then spring over to the right



Look out bombs! Arghhh, that was close!



From the middle take a sharp right

YELLOW GEM

Now to add a little zest to your little array of jewels, a yellow one. Fairly simple once you know what's what just keep an eye on those piccies.





What a superb run by the blue hedgehog. The pink gem is now yours



Nearly there now!



Stay in the middle, then move to the left to dodge the bombs



Skim around the right as you travel through this corner



Don't make the same mistake that I did here



Cor, it doesn't let up at all does it?



Aha! I saw this coming a mile off!



Stay to the right then drop to the middle for more rings



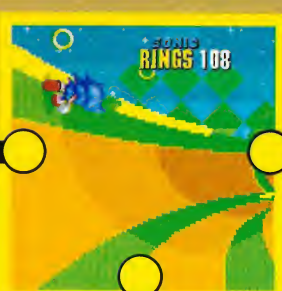
Ta-dah, you've got the yellow gem



Oh wow! Millions and millions of rings



I have managed to miss the ones at the top again!



Sonic battles against the laws of gravity



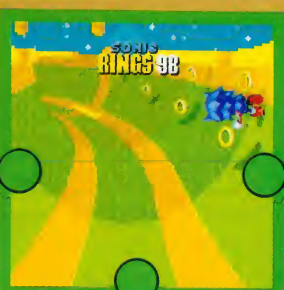
I hope you've collected more rings than I have!



If only Miles was here now!



And to the left



And then to the right



Remember to jump that little bit early!



That's all the coloured gems you've got!

CONTINUED



Now that you've got the rest of the emeralds, it's time to move on for the rarest of them all, the grey emerald! Heavily guarded by traps it's nearly impossible to locate.

GREY GEM



Straight down the middle to begin with



EEK! I forgot they were to the right on this corner



Jump over the bombs and over to the left



Then over to the right



Stay on this side for a while longer



OK, now you can jump to the left



Hmm, I think you should take a right around this corner



Just do what's in the picture and you'll be fine



Crikey! There's a lot of moving around this time



Lots of rings have been scattered around



Not much further now



You're going well



Just don't nudge those bombs



See what I mean!



Nearly there



Oh bother! There go lots of my rings!



Another circle of bombs to overcome



You're a Sonic master! Now you're Super Sonic!

TOP TIP

When playing the special stages it is advisable not to take Miles with you because this can lead to a large loss of rings.

LEVEL 1 THE BUCKBOARD CHASE

In the early stages after jumping over obstacles, shooting is recommended. On the latter half ducking seems to work more effectively. This also applies to rocks - when they bounce up duck then shoot.

Always shoot as small tomahawks fly at Doc. A high tomahawk is always followed by the 'Doc hitting' tomahawk and vice versa.

Picking up items wastes time. If you are a high score freak carry on, but if you want to complete the game ignore them.



When being chased by cowboys keep button C down. Doc cannot be shot and the horse will make up distance on Clara as no obstacles are encountered when Doc is being chased.



LEVEL 2 THE SHOOTING GALLERY

Very easy stage of the game. Ignore most of the small white ducks and concentrate on window gunmen, coloured ducks and large targets.



LEVEL 3 PIE THROWING

Move Marty to the left then face straight ahead. Do not throw any pies until the villain appears on the saloon roof.

Every time this guy and the crook in the left-hand side saloon window appear throw one pie at each of them until they're dead.

Go to the left-hand side of the screen and turn Marty to face the crook behind the table, then throw three pies at him.

Stay in the same position and face straight ahead and every time the crook steps out of the door hit him with pies.

Someone's hiding in the left-hand side building. From the pie tray turn to face him. Walk to the left then bombard him.

From the pie table, throw one at the last gang member then sidestep, never stand directly next to the table. Repeat this process until the crook dies.

Now for the gang leader. Load up with pies then face straight ahead and when Buford appears bombard him.



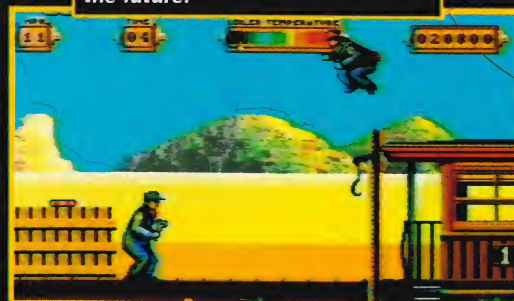
LEVEL 4 THE TRAIN

Pick up all the logs to power up the train. When Marty boards the train beware of the red signal pole. Keep moving forward as it keeps damage to Marty down.

After killing the bloke beside the lion cage move ahead and stand on the ladders of the next carriage. The signal pole will

knock the villain and Marty off, if he climbs up. Kill the person on the logs and move to the edge of the logs. Kill the villain in the next carriage by hitting his ankles with pies.

The next few carriages are standard. Be careful of signal poles and mail hooks. To make it through the steam after reaching the engine watch where the blasts come from, then stand on the spot when it dies down. However, always keep one eye on the timer. Now with the train running full speed make it back to the future.



GERRY

BACK TO THE FUTURE

**TIPPITY
TOES**

I know what you'll be thinking when you read the following cheats, you'll think these guys are hot! We're not talking thermal underwear either! Keep sending in your cheats and you might win a game or three!

SONIC 2

So, if you've got a Replay cart then enter this code into that little black box; FFFE120003. This will give you infinite lives!

If that's not enough, enter this code to freeze the timer; FFFE240004. Now you can do every level in three seconds!

WHAT?!? You want some MORE?! Oh well, what the heck! How about 99 rings permanently in your possession? Yeah? Good! Type this snazzy code into the cart and enjoy; FFFE210063.

QUACKSHOT

Pssst! Want some popcorn ammo? If so go to Duckburg, from here go across the telephone cables to Gyro.

Once here just start to make your way back and with any luck you should find a total of 20 pieces of popcorn and bubblegum ammo as well.



THUNDER FORCE IV



The only trouble with first class shoot'em-ups is that the end-of-level guardians are normally life-wasting menaces. Here's the ultimate guide for use against troublesome guardians. So if it's level three or the last level baddies giving you grief then check this out.



DAVE



Also try to take out the ships that spin around its main body



It's big and well armoured, but has one weak spot, the orange globe in its midriff. Concentrate your fire here

LEVEL 1

A short while later and you'll show it who's boss around here!



Staying at a distance, shoot at its weak spot until it attacks. Move up or down and to the right a bit until it retreats back



Very similar to the baddie from level two. Just aim your fire on the outer guns to begin with

LEVEL 6



With both guns destroyed start going for the unprotected middle part. The only thing to watch out for is its charging attack as it zooms across the screen



There's one major exception here, its retaliating fire is lethal. Try to shoot at its shots to destroy them as quickly as possible



Start by shooting this side-panel to weaken its defences

When it releases its collection of power balls try to shoot them all



LEVEL 10



Repeated shooting of the power balls will result in instant loss of power for the main craft. Then it's all over for the opposition and congratulations for the victorious pilot



When you're around on the side beware of its nudging tactics and don't end like this!

The only thing to worry about is its rapid head-butt trick which it does fairly often

No tactics to be worked out on this guy. The idea is to stay alive which isn't very hard at all!

LEVEL 5



Start by aiming your shots on its guns that are on the outer arms of the craft

After the guns have been knocked out you can concentrate your attention on the centre of the ship. Just try to stay in the middle most of the time to avoid its super shots as shown. The other attacks are easy to dodge

LEVEL 2

2

With the skies littered with enemy ships it's nearly impossible to work out what's going on. But if you're a good pilot then you'll make it to the end baddie. Simply shoot the gun that's placed on the front of the ship

LEVEL 3

Now that the main guns are destroyed the ship is almost useless. Blast away from the top of the screen with your homing missiles

When it advances go forward and turn on your rail gun to shoot the mighty cannon on the rear of the ship

Don't let up on the body section until it starts to break-up!

It helps if you've got lots of fire power. Start off by blasting at its body section

LEVEL 4

3

Eventually its spinning body protection will dwindle and fall apart leaving it completely vulnerable to shots

Start the assault by resting your ship down here and begin blasting at it

Start off by destroying those tentacles. Now these can only be damaged by hitting the purple bit, so take your time

Then with this done you can now shoot at the egg that's dropped out of the main part. Beware of the oncoming mutant fly!

LEVEL 8

Once the fly has made its entrance destroy it as soon as possible

A few moments later it suddenly springs up in a rage and now you have to change your tactics! Just stay to the far left and shoot the little gnashing mouth in its head

LEVEL 7

2

They just seem to get bigger and nastier don't they? Start by selecting your homing missiles and stay on the bottom out of harm's way

LEVEL 9

3

Then go to the front of the ship and start firing at the orange ball that's situated in the centre

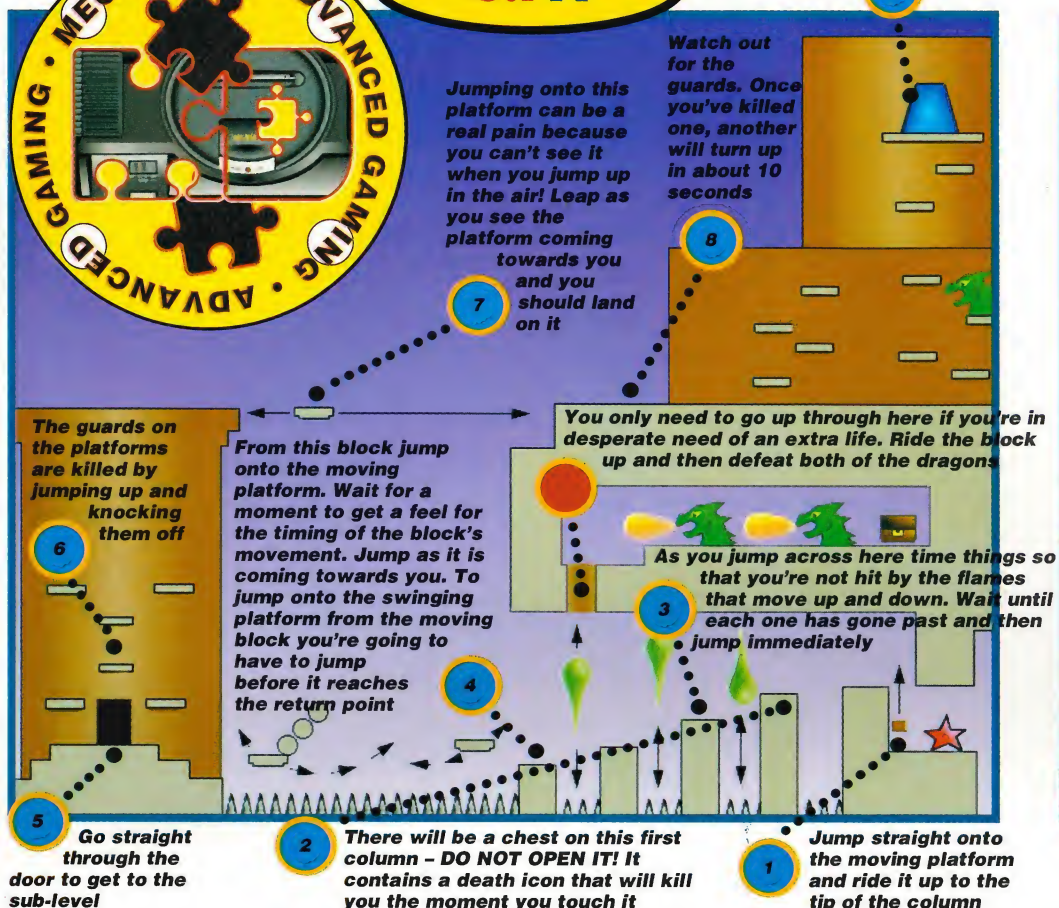
The arm will glow to alert you of an attack. Use the former tactics of the two arm trick, then use all of your firepower on the centre piece

When you see two orange glowing spots on the arms move to the bottom of the screen immediately, otherwise suffer the consequences!

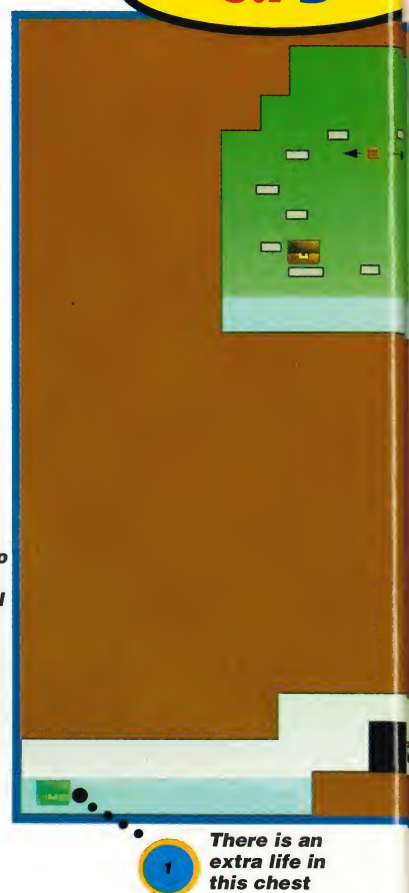


3.1 A

Jump up here
to the exit



3.1 B



You've read the review, worn the T-shirt, now use this guide to level three of EA's latest release.



JOHN

KEY



BABY DRAGON



CHEST



SPIKY SPINNEY THING



BIG DRAGON



EXIT



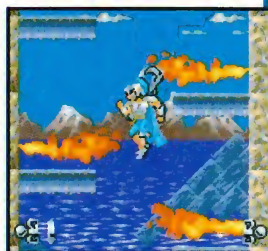
START STAR



SPIKES



LITTLE TRUCK

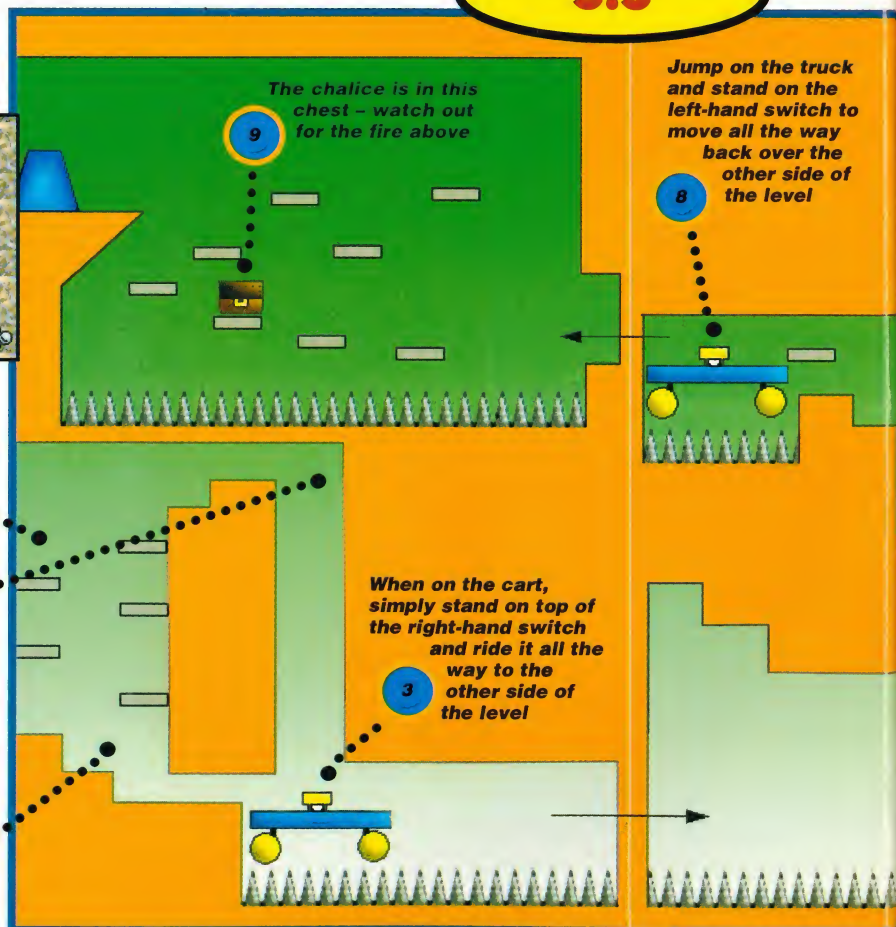


Watch out for the burst of flame that spurts from behind each platform in turn

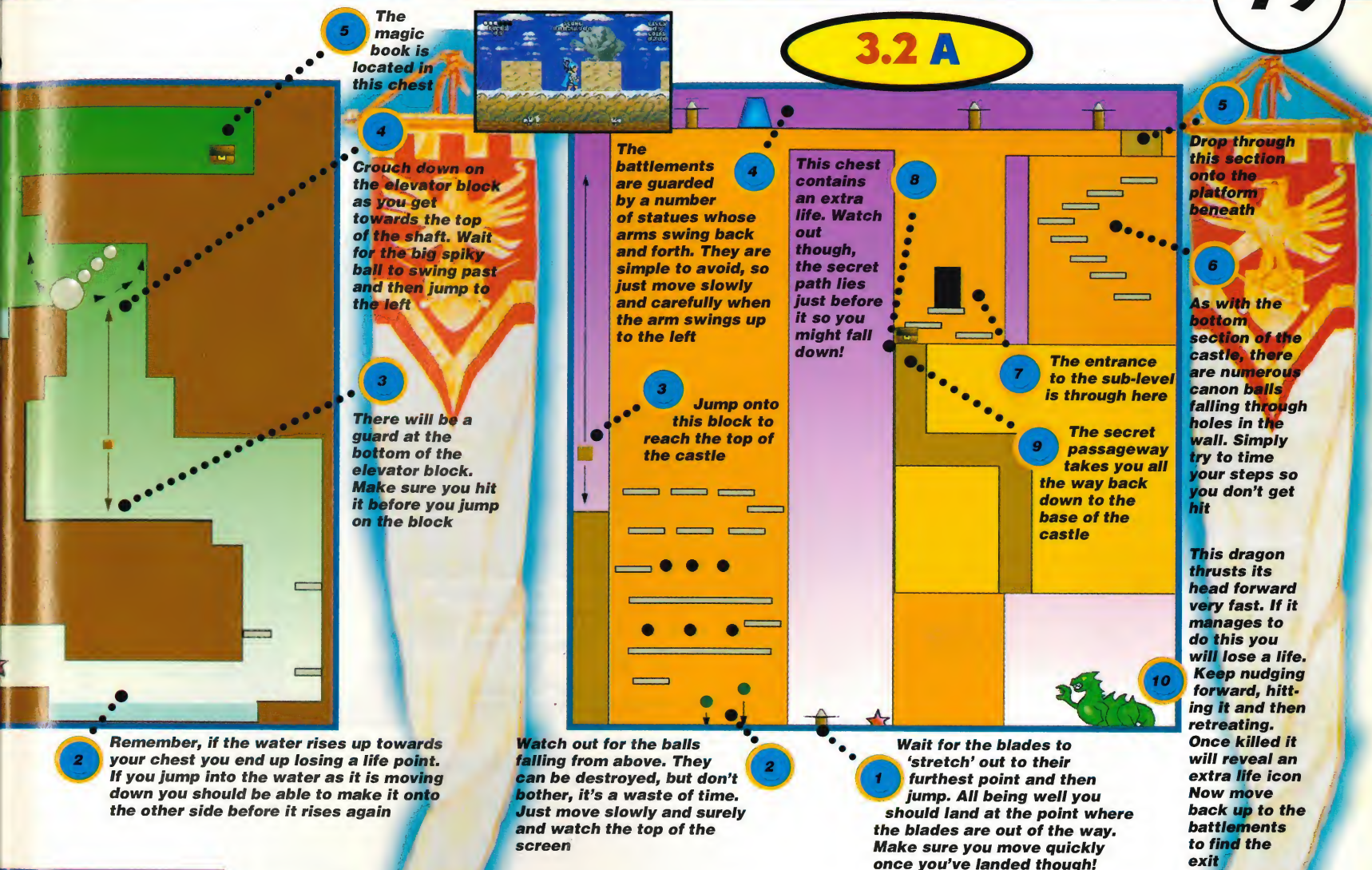
Jump down this gap and position Galahad so that he's in the middle of the shaft. This way he should land safely on the cart beneath

Move to the left and up through the platforms first

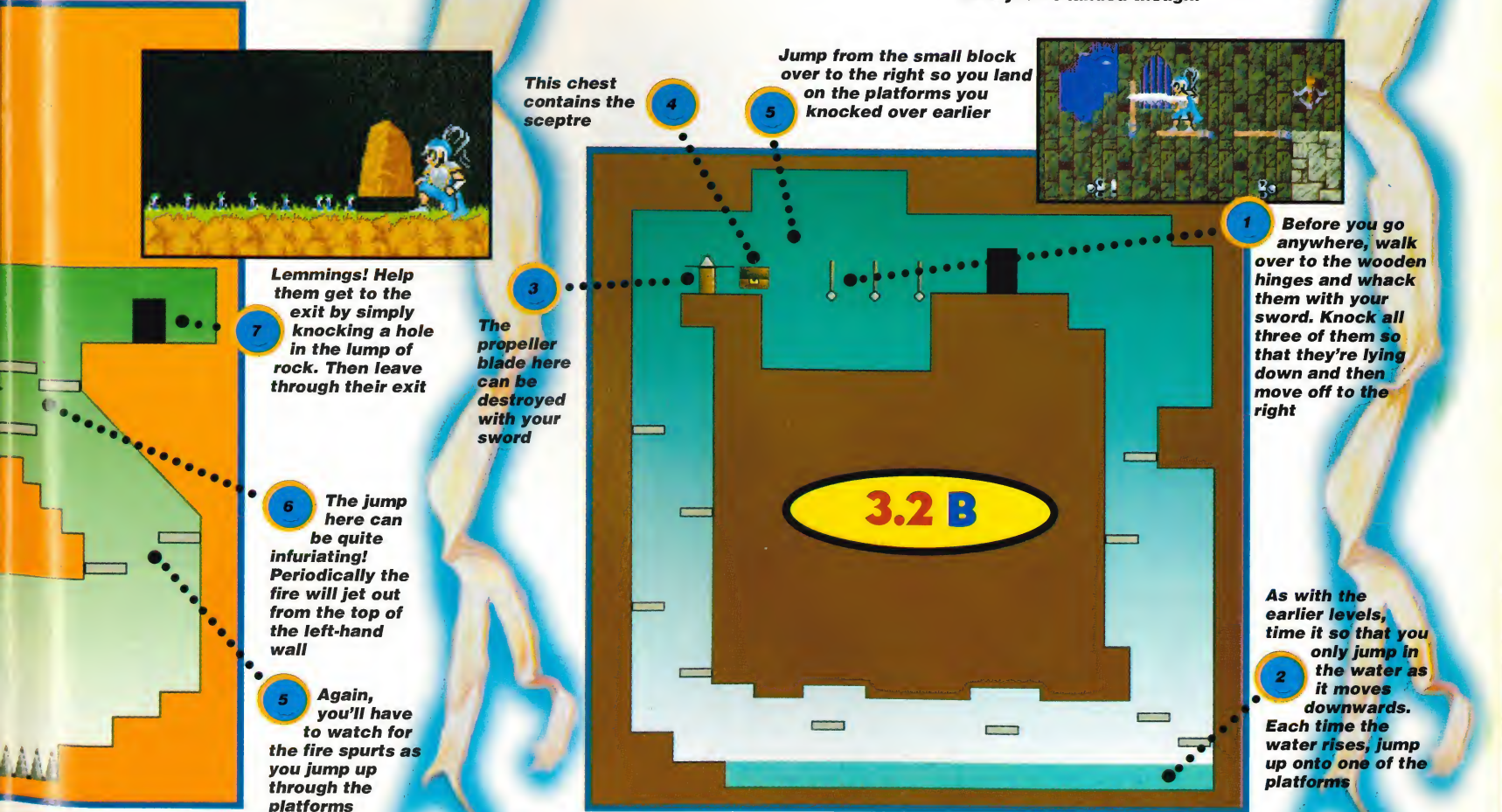
3.3



3.2 A



3.2 B



Jump from block to block very carefully. Remember, you can guide Galahad through the air as he jumps. If you're a bit unsure, pause the game when he's in flight and plan how you're going to direct him.

This piston thing bobs up and down as a skewer thingy pops down from the roof. Jump through as they are moving apart.

To get from platform to platform stand on the very edge and leap just before they are at their closest.

Jump from wheel to wheel to get to the entrance to the sub-level in the top right-hand corner.

In the shop your buying priorities should be with armour before weapons. It's all very good to have a whopping great big sword with bolt-on shooty bits, but if you're undefended you're stuffed.

You have to get to here to jump on the next wheel, or toddle off to the shops.

3.4 A

Jump onto the first wheel and you're away! Take your time, and don't commit yourself if you're unsure about the timing!

3.4 B

Try to get to this platform and move straight across to the exit.

If you happen to fall down a bit, remember that you can get up through the shaft on the right. You can get to this from the second wheel up.

This chest simply holds some extra power.

Move as far over to the right-hand side of the level as you can before tackling the wheels for the first time.

3.6

This chest contains more energy.

This chest contains some extra rune bombs to charge up your weapon.

3.7

You really don't need a map here, the level is very small. All you have to do is concentrate on hitting the wizard. Move about as much as possible and keep swiping all the time - you never know when you might catch him!

Once the wizard is destroyed simply jump into the central bubble to rescue the horny princess.

ROBOCOD

To get the invincibility cheat collect the cake, hammer, earth, apple and tap. Enter the first door and walk left to the exit sign. When you come out you are invincible and the padlocks have been removed from the doors. You can now enter any door you want to.

RBI BASEBALL

To go straight to the divisional championship game choose the New York Mets and enter the code DNXXMZWHWIGL. Once the Mets win this game champagne flows fast and easy then it's on to a game with the American Alistars, a much improved team from the one previously encountered.



GERRY'S TIP OF THE MONTH

Never trust a bank.



GAME GENIE CODES

Hobby Hobbies is giving a Mega Drive game to anyone who sends in new and original Game Genie codes to this magazine. They know the ones that have been ripped off from other mags, so they must be your own discoveries! In the meantime here are some that aren't in the code book:

BATTLE SQUADRON

N66TR6F4 - Your bullets travel at light speed

Part of the wall is darker, this is a tunnel. Walk through to get to the wheels on the other side

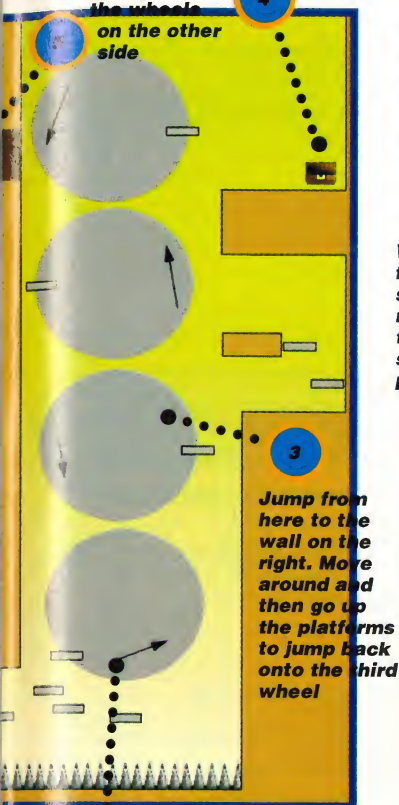
The bracelet can be found in this chest

If you position yourself well you'll have no trouble getting over all of these tiny blocks. On the far side, dash along and pop into the entrance to the sub-level

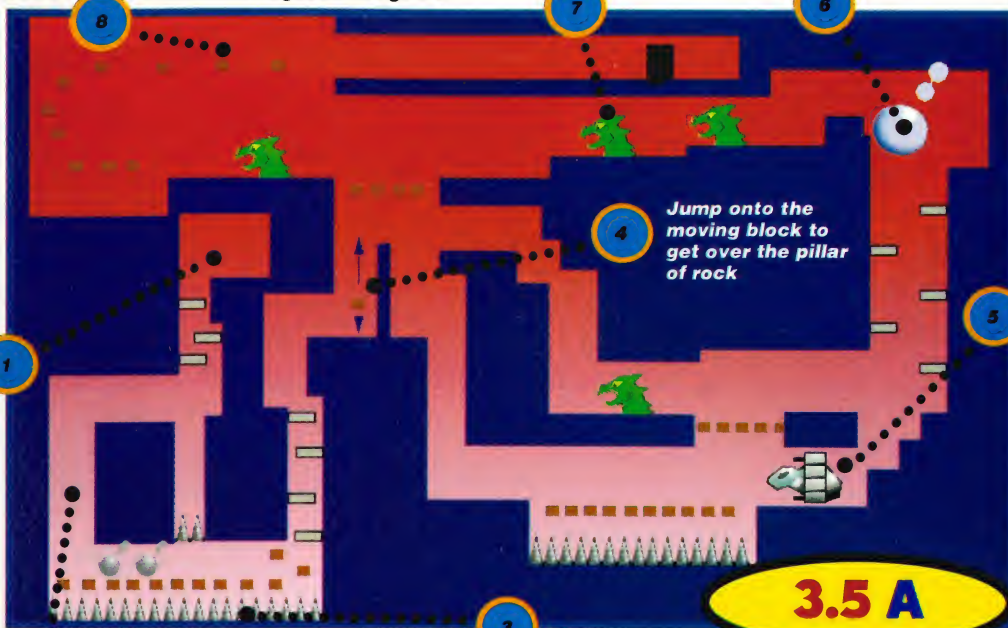
Hit the big yucky snails in the head to kill them. Use the same tactics as you did for the spiders in the very early stages of the game

Watch out for the huge pendulous balls

Recognize this chap? Those of you who've played Fatal Rewind will have no trouble in working out who this enormous character is. Fortunately it's a bit of a wimp and after hitting it twice it'll disappear in a puff of smoke leaving behind a one-up icon



Watch out for the spike right next of the start point



3.5 A

Drop down the furthest hole and try to stay near the middle of the shaft. You'll need to land on a tiny little block at the bottom

Work your way across the blocks above the spikes and try to reach the platforms at the far right

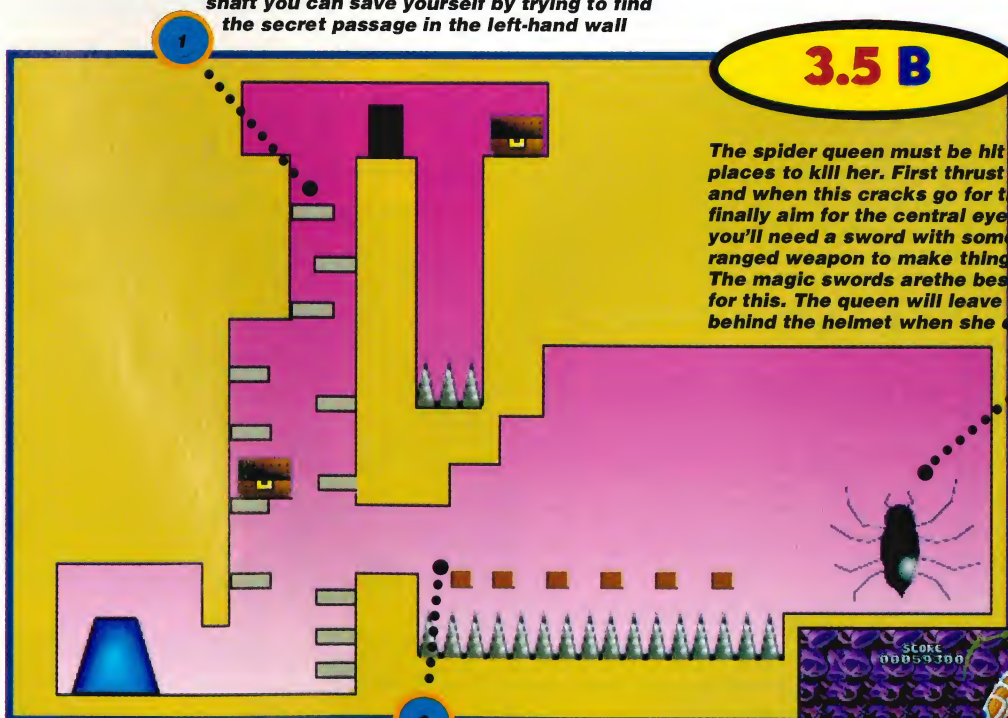
Drop down the left-hand shaft to reach your destination. If you're unfortunate enough to fall down the right-hand shaft you can save yourself by trying to find the secret passage in the left-hand wall

As before, it's simple timing that will get you where you want to be. Make effective use of the pause button if you're a bit flustered

From the start point you can either move right to the shop or go straight off to do battle with the meanies. If you go to the shop, get the biggest swords you can possibly afford, preferably one with a ranged weapon attached as well. Don't go for the most expensive one though, it isn't really all that useful for nobbling the otter with

The otter is best killed with the sword from the shop. If you don't have a wicked chopper you'll have to hit it in the head lots of times. It jumps quite slowly so you've got time to run away if you need to.

When it dies it leaves its heart behind so you can pop off through the exit to rescue the princess



3.5 B

The spider queen must be hit in three places to kill her. First thrust at her head and when this cracks go for the tail, finally aim for the central eye. Ideally you'll need a sword with some form of ranged weapon to make things easier. The magic swords are the best weapons for this. The queen will leave behind the helmet when she dies

Jump across these tiny blocks to finally reach the rejuvenated spider queen



SONIC THE HEDGEHOG

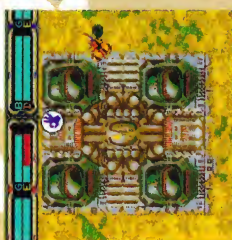
NN3TAACL - Start with 99 lives
SCRAB9XO - 1 ring = 80 rings.

ROBOCOD

AVAAAAA - Some nasties invisible

HERZOG ZWEI

Password to the final level JLOGLAOKN.



JOOLS' TIPPLO OF THE MONTH

A pint of Wreckage brewed by Titanic Breweries Burslip.



JON'S TIP OF THE MONTH

Don't ever place money on Portsmouth FC winning anything this season, except games against Sunderland.



PAM'S TIPPLO OF THE MONTH

Nightnurse.





CORPORATION

General Advice

- ★ Whenever you use a lift down the code it gives you. This may be a pain at the time, but you will regret not doing it later.
- ★ Keep a very close eye on your damage energy. If it empties then you will collapse and be caught. Keep it topped up and if necessary pause the game for a while because this also tops it up.
- ★ Shoot every camera in sight. If they see you it means trouble. Don't worry about running away, you will generally move faster than any enemy and this will give you room to turn and shoot.
- ★ Regenerate your power whenever possible.
- ★ Once an item is picked up and you move onto another floor, if you return later to the floor where the item was picked up, the same item will be back in the same place. Useful for things like first aid kits and powerpacks.
- ★ Some of the lower floors can only be accessed from one lift. If you find yourself in the wrong one the best option is to go up to the fifth floor then sprint across this open-plan layout to the other lift. This is the safest way of doing it.

Character Selection

Droid or human? Each have their own advantages and disadvantages, but a human with body armour and face mask is just better than any droid. So select a character and buy the following equipment:

Backpack computer
Gun grade one
Armour grade three
At least one bomb
Medi-kit
Two lots of chemicals
Gas mask
Visor

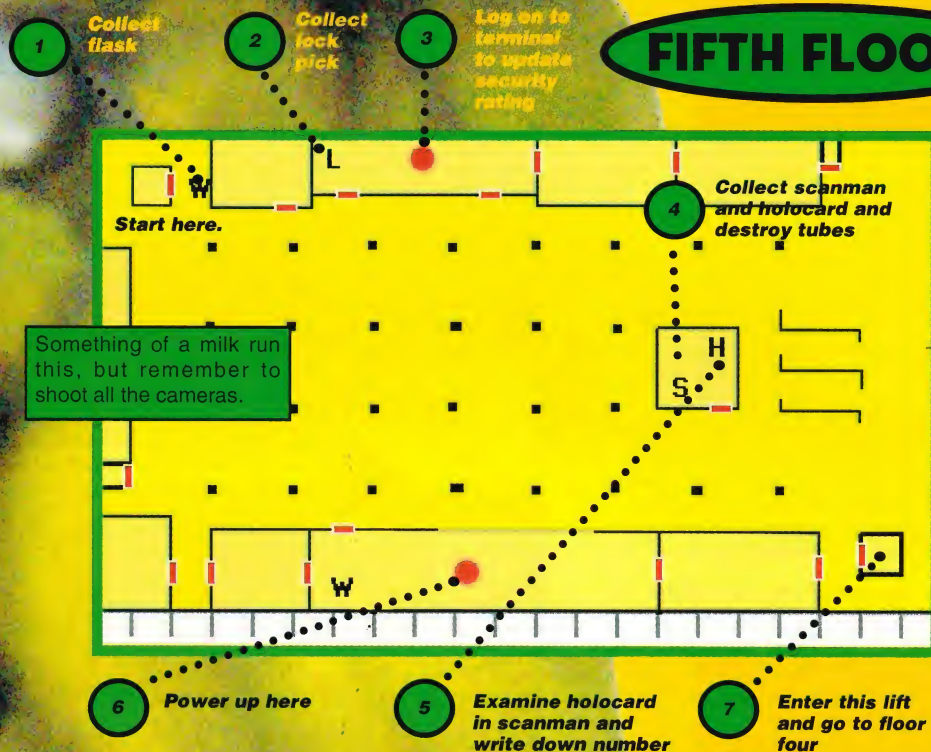
Spend the rest of your cash on a selection of drink refills, powerpacks and first aid kits.

Admit it, this game has been driving you stark, staring mad! Enter Jools to save your sanity with this complete solution.

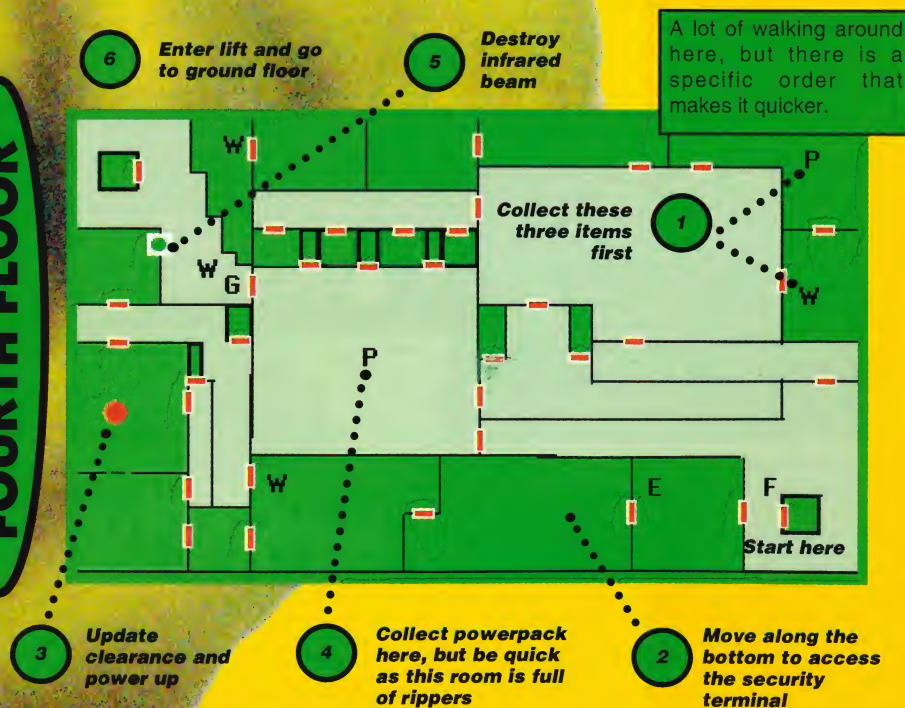


JOLS

FIFTH FLOOR



FOURTH FLOOR



GROUND FLOOR

5 Enter airlock one, use code from holocard. You are now in the warehouse

4 Collect powerpack, disrupter chemicals and grenade

LEVEL ONE

Start here

A bit tougher and watch out for the robots

This is so dull it's hardly feasible. Just wander round, pick up the bits, return to the elevator and head for level two.

2 Collect these refills

1 Collect powerpack

3 Do not enter here

6 Return to this elevator, but be sure to pick up the interrupter and go to the fifth floor. Run to the other elevator and go down to level one

3 Collect refill

4 Collect holocard

WAREHOUSE

Watch out for the human guards, they're a lot quicker than the robots.

6 Collect grenade

Start here

7 Enter airlock three and operate. You are now in the car park

CAR PARK

3 Update clearance and power up

1 Collect powerpack and grenade

4 Enter airlock two and operate. You are now on the ground floor - see number six

Just keep an eye out for the human guards.

2 Enter rooms here

Collect refill and kill robots in the small rooms

Collect these four items and head back to terminal

Lots of robots, but nothing too dangerous.

LEVEL FIVE

Destroy infrared beams

Start here

Go through here and power up on way back

Collect disrupter

Update and power up

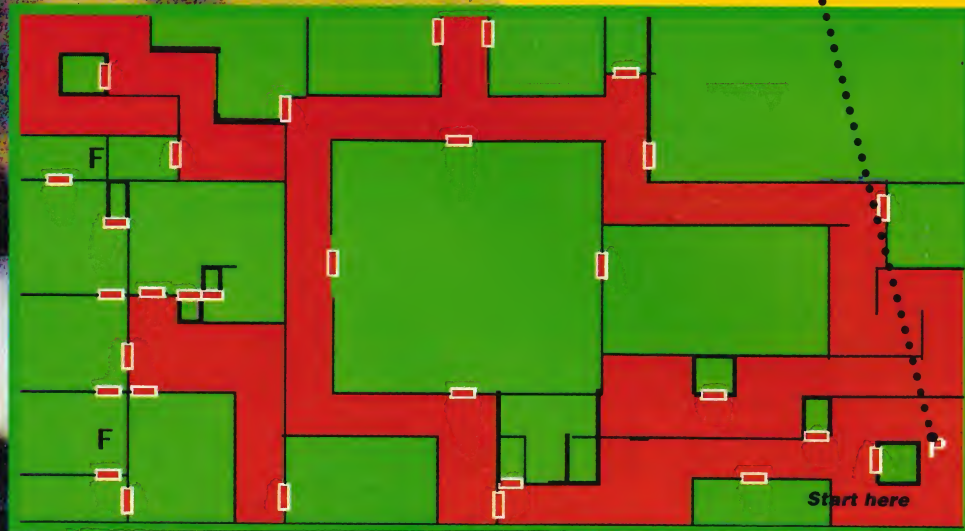
Collect chemicals

Enter lift and head for level seven

This is the bottom floor of the complex and there really isn't much to note except that it does look very similar to the ground floor.

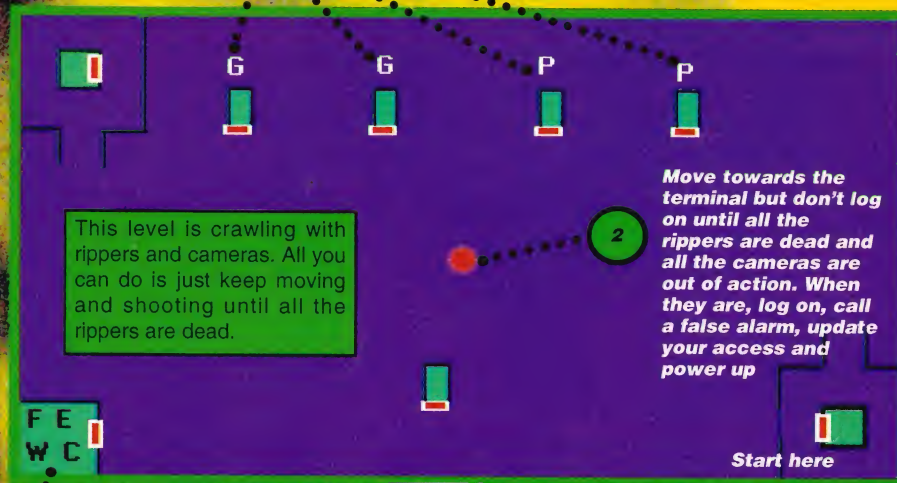
EIGHTH LEVEL

1 Collect the powerpack and return to the lift and proceed to level seven



Collect these four items, return to the bottom elevator and go up to floor three

SEVENTH LEVEL



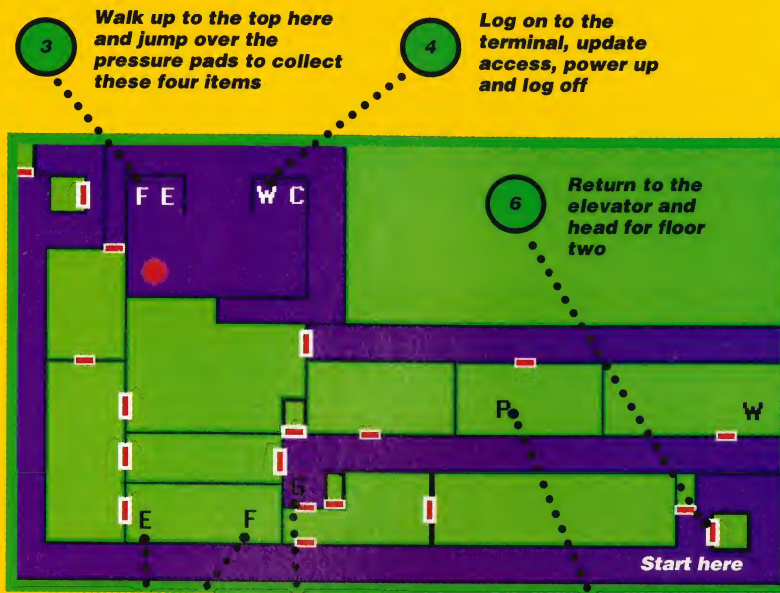
Move towards the terminal but don't log on until all the rippers are dead and all the cameras are out of action. When they are, log on, call a false alarm, update your access and power up

1 Move along the bottom wall and get into this room as quickly as you can. Jump over the alarm pads and collect the refill, chemicals and first aid. You will take a lot of damage in the centre of the room so think carefully about when to use the first aid kit

THE KEY

| | |
|-------------------|------------------------|
| P | Powerpack |
| F | First aid |
| W | Drink refill |
| D | Disrupter |
| G | Grenade |
| FL | Flask |
| DR | Drugs |
| C | Chemicals |
| E | Electronics |
| I | Interrupter |
| L | Lock pick |
| GM | Gas mask |
| FM | Face mask |
| S | Scanman |
| H | Holocard |
| Red Globe | Security terminal |
| Green Globe | Infrared security beam |
| Blue Globe | Airlock |
| Red Dash | Door |

THIRD FLOOR



3 Walk up to the top here and jump over the pressure pads to collect these four items

4 Log on to the terminal, update access, power up and log off

6 Return to the elevator and head for floor two

Start here

Collect these items here

2

1

Enter through this door at the bottom and collect the grenade

5

Make your way here to collect another power-pack

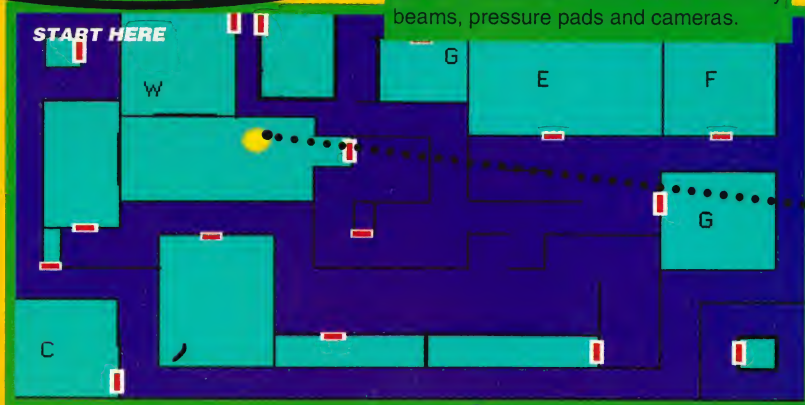
LEVEL SIX

Again nothing of interest here, just collect what you feel you need and stay out of trouble. When you have finished return to the elevator and move up to level four.



THIRD LEVEL

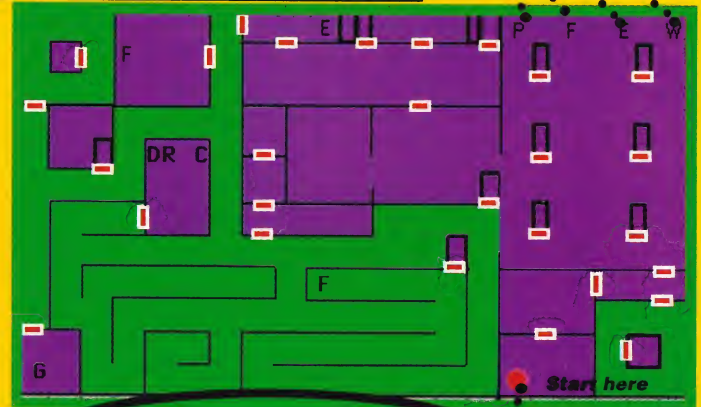
This is it, the embryos are on this floor. Be careful, although you need to be in and out very quickly don't rush it. This level is laced with infrared security beams, pressure pads and cameras.



START HERE

LEVEL FOUR

The other side of this level, which you will have no access to from this point, is full of pressure pads and alarm systems that guard absolutely nothing. The side you are on does have some useful supplies though.



1 Move along and collect the four items from the far end

1

2

Log on and power up. Your clearance should now be at the maximum seven so there is no need to update access

Forget everything else just get here as quickly as you can but without setting off any alarms. Collect the embryo by shooting the flask and picking it up. What do you do with it now? If you have collected all the holocards and examined them all you will know what to do to finish the game. If not I'm certainly not going to tell you!

3

ALIEN



Hope you had fun with part one of our Alien 3 guide last

month! To add to your entertainment here are the maps for the rest of the game.



DAVE

With renewed vigour you're eager to meet up with the queen, but first you must recover all the lost victims. Heading up from here would be a good starting move

Then make your way to here - setting free the other prisoners on your way

Check out the alcove to the right to find some extra ammo!

LEVEL 10

Go a short way up the ladder to fool the alien into blowing its cover, then retreat back a little and let it have it from underneath

Use the same tactics here as well, otherwise your haste to rescue the prisoner could result in hideous injuries

In the heart of the complex the walls have been covered with alien secretion. This makes it almost impossible to see the xenomorphs against the surrounding walls.

Alien blood constantly drips from the ceiling in an attempt to burn anything in its path

The cries for help are almost suppressed by the soundproof walls of this room

LEVEL II

It must be annoying if you don't know your way around this section because all the rooms look identical. If you take note of the map you should reach the exit intact.

SONIC THE HEDGEHOG 2

If you own an Action Replay card these codes should come in rather handy. Not that we would ever dream of using them ourselves:



Infinite lives: FFFE120003
Infinite rings: FFFE210063
Infinite time: FFFE240004.

FORGOTTEN WORLDS

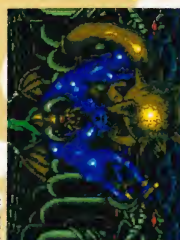
When playing in two-player mode use this method for infinite continues. As soon as one of the characters dies hit the Start button a couple of times.

STRIDER

Use this method for an easy level select. At the beginning of the game, when the master is laughing press down on the joystick then press A, C, B, C, A. This will take you to the start of the level.

SHINING IN THE DARKNESS

Dave informs us that money is needed, so here's how to get some. If a magic item has lost its power take it to be repaired - make sure the party is carrying less money than the item is worth. Now go to sleep and pick up the item the next day. Hey presto, loadsa dosh!



SUPER HQ

No one should ever have to cheat on this shockingly easy game. However if the worst does come to the worst use this Action Replay code: FFB04F0057.

LEVEL 12

4 Taking the batteries from here, you quickly scan the surrounding area to check you haven't left anyone behind

4 A few abandoned medi-packs to take on your long journey

6 Short, safe movements towards this prisoner are recommended, unless of course you wish to disturb the alien nearby and face its wrath

2 A long, dark passageway holds many unseen dangers. Take things slow through here

1 A hungry and tired prisoner awaits your arrival

A quaint level that holds few prisoners and many health packs, but don't relax for too long because there's a guardian waiting at the end! Good luck! Oh, if you want a tip for the guardian, stay to the bottom right.

5 Shining your torch down the air duct doesn't reveal much, but you're gonna have to go down there as it's the only route

Your movement scanner bleeps wildly as it detects something below. A quick glance reveals a cunningly hidden alien. Hmm, 10 rounds of carbon-tipped armour-piercing bullets will see it off

LEVEL 13

1 Drop down here to rescue the first prisoner

2 Then run along the rickety walkways to here

3 After rescuing the prisoner here, stand to the right-hand edge of the platform. Then jump all the way to the right to get at the platform below

6 The last prisoner to rescue before a mad dash for the exit. Hurry, time is running short!

5 Once again, if you're prepared to search, you'll find hidden treasures

Not very far to go now! Just this swift rescue mission and only two more after that! No aliens to contend with on the way, but there is a sneaky one hiding near the end. So a big bonus score should be waiting for you.

4 Don't leave the ladder straight away, let the alien expose itself then shoot it from above

5 This prisoner is going to be very difficult to reach

6 Step inside and push the up button

EURO CLUB SOCCER

For all you people who believe in fairy tales here is the perfect cheat for you. To get every English club through to the final use the following codes:

Norwich City Vs Rangers: 373UAA4IGC

Liverpool Vs Celtic

(Hail hail):

SAHEAA6ICA

Aston Villa Vs

Real Sociedad:

BEDUAA7ICA

Spurs Vs Celtic

(Dream on Spurs):

J6CUAA8IHA

Arsenal Vs Bordeaux:

ZWNEAA9IAE

Forest Vs PSV:

KQAEABAIAE

Leeds Vs Gothenburg:

J9NUABBAIE

Everton Vs Seville:

7BKEABCAIE

Man Utd Vs Hearts:

3YREABDIAE

Chelsea Vs Hearts:

D7FUABEIAE

West Ham Vs AC Milan:

GE8UABFIAE

Rotherham Utd Vs

Hamburg:

PVUUABGIAE

CAPRIATI TENNIS

Set fire to this game to burn it out of all recognition.



OUTRUN

To view the end sequence enter your name on the high score table as ENDING.

POPULOUS

To access any of the 500 levels simply enter in the desired level number with the word BIT, for example 299BIT for entry to level 299. To enter numbers hold down button B while pressing Up or Down. I'm sure you'll agree it saves loads of hassle.

I don't know if I'm right in saying that the levels are getting easier, but they definitely seem to be. Anyway as you can see there's only six prisoners to free! So time to get cracking!

LEVEL 15

Shoot to the right straight away, unless you want to be savaged by the oncoming alien

1

After seeing the hostage to the top-left of the map make your way to this one. Then start dropping down from platform to platform before moving on for the final two

2

LEVEL 14

Drop down this gap to land on the platform just below, then look left to see another prisoner on the suspended platform

3

Wait on this platform and taunt the aliens below with a few hand grenades

4

Careful joypad manipulation will be required here. Stand with one foot hanging off the edge and then jump onto the platform to the right

3

After destroying the alien along this platform wait here for the lift

2

Get onto the lift and select the bottom level. When the doors slide open you'll see a medi-pack and a set of batteries, take them and go the next floor up

1

Don't forget this hidden prisoner!

4

Here is the last level! There's only a few minutes of blistering action left before the final confrontation.

At the bottom floor you'll find the last prisoner. Release him from his bonds and then run to the exit

5

FINAL GUARDIAN HINTS

Stand at the far left of the platform just below the starting point. When the alien appears in view fire your grenade launcher at it, then take on the last guardian at the bottom of the screen. Do this by staying near to it and when it jumps into the air run underneath and try to dodge its acidic attack!

MAG CLASSIFIEDS

WANTED

Mega Drive games wanted, will pay up to £15. Most titles considered. Telephone Dawn on 0286 880057. **Dawn James, Ty Iago, Carmel, Caernarvon, Gwynedd.**

Wanted any good Mega Drive (UK) shoot'em-ups ie Hellfire, Zero Wing, Thunder Force 3. Will swap or buy. Will pay up to £25. Ring Collin 051 6251138 after 6pm. **Collin Tudor, 241 Greenbank Road, Waet Kirby, Wirral, Merseyside L48 6DL.**

Wanted copy of Hard Driving must be English or USA with instructions. Phone Alex on 0293 522375 between 7pm and 10pm. **Alex Tindal, 73 Jewel Walk, Bewbush, Crawley, West Sussex RH11 8BH.**

Wanted Sega Mega Drive with large collection of games, will only pay £10-£17.50 for games. Tel: 0527 32230. **S Bridgewater, 7 Church Lane, Bromsgrove, Worcs B618RA.**

FOR SALE

Atari 520 ST FM worth £300 and original software including Robo Cop 3, Mid Winter 2, F-15 II, Gods, Magic Pockets. Loads of mags, tons of PD software all in good condition. £285. Phone 0409 241375. **Ross Sillifost (we think), Trebrawick, Mill Road, Bradworthy, Holsworthy, Devon EX22 7RT.**

C64, 160 games. 1 Quackshot, 1 Delta, 1 Cheeta joystick. 2 programming books, light pen all boxed £130 ono. Tel: 0422 834388. **Paul Lindley, 1 Lord Street, Sowerby Bridge, West Yorks HX6 2NP.**

For sale; Euro Club Soccer £30, Monaco Grand Prix 2 £30, Desert Strike £30, EA Hockey £25, John Madden 92 £25, Eswat £25, PGA Golf Tour £25, Castle of Illusion £25. 091 3701693 after 7 pm. Might swap games. **Jason Hardman, 27 Elm Avenue, Pelton Lane Ends, CH-LE-ST, Co Durham DHZ 1NJ.**

For sale three Mega Drive games, EA Hockey, Sonic 1, Golden Axe, two joypads. Sell for £120 ono or swap for Super NES. All boxed, excellent condition. Tel: 0824 761232

Matthew Fichett, 29 Nunnery Drive, Thetford, Norfolk IP24 3EN.

Master System, two games, two joypads all boxed £50 ono. Ring Paul on 0422 834388. **Paul Lindley, 1 Lord Street, Sowerby Bridge, West Yorkshire HX6 2NP.**

Mega Deal. I will sell my Sonic for £13 and Mercs for £18 or both for £28. Swap either one for Krusty's Super Funhouse, Chuck Rock, Super Monaco GP2 or Columns. Contact Ross on 0279 420272 after 5pm. **Ross Diane, 12 Black Bush Spring, Harlow, Essex CM20 3DN.**

Mega Drive games for sale, Altered Beast, Sonic 1, Fighting Masters, Where in the World is Carmen Sandiego. All boxed with instructions, great condition. £15 each. Tel: 0908 616527. **Mathew Forster, 27 Shelley Close, Newport Pagnell, Bucks MK16 8JB.**

Mega Drive only 4 months old, Genesis joypad, Sonic 1, PGA Golf, Desert Strike, Monaco Grand Prix 2, James Pond 2, Taz-Mania. Proof of purchase and demo available. Prices are: new £350, bargain at £275. Tel 0924 258026 after 5 pm. Will deliver anywhere in Yorkshire. **A J Williams, 11 Manor Farm Road, Crigglestone, Wakefield, W Yorkshire WF4 3PQ.**

Pal Mega Drive - all boxed new, including 5 games, Streets of Rage, Desert Strike, Fighting Masters etc. £149. Phone 081 644 2163. **Omar Ahmed, 229 Sutton Common Road, Sutton, Surrey SM3 9NH.**

Pal Mega Drive, very good condition, fully boxed with three games; Sonic 1, Robocod and Shinobi. £150 ono. Phone Melanie 081 851 6642 after 5pm. **M Keshodla, 164 Marvels Lane, Grove Park, London SE12 9PJ.**

Peterborough Mega Drive owners! Sell your games or swap them for others. We can deliver to your door. Telephone for free advice and monthly newsletter 333692. **Stephen Pearson, 33 Greenham, South Bretton, Peterborough PE3 9YR.**

Sega Mega Drive games either for sale or swap. Send stamped addressed envelope or telephone 0272 716616. **Dean Bennet, 79 Airport Road, Hengrove, Bristol, Avon BS14 9TD.**

SWAP

Anyone want to swap a Game Gear with 2 games for anything or buy it? If so write to **Adam Kossarek, 28 Houngecroft Avenue, Bansfead, Surrey SM7 3AE.**

Swap James Pond for any good game or buy it for £20. Phone 021 523 7202 and ask for Lucy. I live in the West Midlands area so must collect. **Lucy Fulford, 25 Norton Sreet, Winson Green, Birmingham B18 5RH.**

For swap; Revenge of Shinobi and Jewel Master Mega Drive cartridges. Anything considered. Tel: 0265 58642. **Kieron Grady, 50 Lower Newmills Road, Coleraine, County Derry, Nothern Ireland.**

Interested in swapping your Amiga 500 for my mountain bike? 21 speed Peugeot Anaconda. Mavic wheels, exage hubs, Shimomno biopace system. Well looked after or sell for £250 ono. Write to: **Stephen Richards, 12 Peet Walk, Jump, Barnsley, South Yorkshire S74 0JD.**

Mega Drive games to swap, Taz - Mania, Monado 2, Terminator, Wani Wani World, Chuck Rock, F1 Grand Prix, Buck Rogers, Phantasy Star 3, Road Blasters and more. Write to **Barry Fisher, 6 Beech Street, Paddock, Huddersfield HD1 4JN.**

Phantasy Star 2 for £25 or swap for Toki. Reading area 0734 696426 after 6pm or 0734 583626 Ext 2203 between 8am and 4pm. Wanted Super Hang On for £10. Sega Mega Drive games for swap. For list telephone 061 434 3545 or send an SAE to **Robert Sherwood,**

17 Danesmoor Road, Withington, Manchester M29 9JT.

Swap Populous, Fantasia, Fatal Labarinth and Buck Rodgers for any top rate RPG only. Tel: 0842 762800 **Kleth Fowler, 25 Edinburgh Way, Thetford, Norfolk, East Anglia IP42 IDS.**

To swap; Gynoug, F22, Revenge of Shinobi. Games wanted; Thunder Force 3, Chuck Rock, Desert Strike, Wonderboy in Monster World, Alisa Dragon. Other good games considered. 0373 827091 - evenings. **Paul Pettengale, 12A Saint Mary's Lane, Dilton Marsh, Westbury, Wiltshire BA13 4BL.**

PENPALS

10 year old boy wants to write to a penpal 13+ male or female. I like horror movies and action movies and Heavy Metal. Write to, **Adam Kossarek, 28 Houngecroft Avenue, Bansfead, Surrey SM7 3AE.**

Gamer Link - The pen pal club for all Mega Drive owners! Send SAE for full details to: **28 Churchfield Way, Ware, Herts SG12 OEP.**

Hi guys, if you love Mega Drives and want a pen pal write to me, Lucy. Please send a photo and by the way I'm 14. Thanks. **Lucy Fulford, 25 Norton Street, Winson Green, Birmingham B18 5RH.**

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Name

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Post code

THE COMPLETE

Thinking of buying a game but are unsure of its quality? Well the Mega File is here to tell you everything you want to know about every game we could lay our hands on.

1943 (IMPORT) £30

Run-of-the-mill WWII shoot'em-up. Yes, it has pretty graphics and loads of enemies, but so do an awful lot of other games. **56%**
 ▲ Good fun for NF dinner parties
 ▼ Where's the originality?

688 ATTACK SUB (SEGA) £39.99

Submarine sim with some pleasantly effective arcade sequences. Good if you're patient. **68%**
 ▲ Some wicked speech
 ▼ Takes while to get going

AERO BLASTERS (IMPORT) £29.99

Very fast horizontally scrolling blaster with some huge end-of-level bad guys. **60%**
 ▲ Fast and smooth graphics
 ▼ Stupidly hard in places

AFTERBURNER (SEGA) £34.99

Conversion of classic 3D air combat arcade machine. Very fast 3D graphics and blasting action. **61%**
 ▲ Fast and furious
 ▼ Too easy – no lasting appeal

AIR DIVER (IMPORT) £29.99

3D perspective shoot'em-up jobby with big naff looking baddies and stunningly boring gameplay. **58%**
 ▲ 3D concept is not often seen on the Mega Drive
 ▼ Looks naff and has as much appeal as an old sock

ALEX KIDD IN THE ENCHANTED CASTLE (SEGA) £29.99

Another cutesy multi-level platform starring the nauseating star of numerous Master System games. Definitely aimed at children. **59%**
 ▲ Colourful cute looking graphics. Testing gameplay
 ▼ A little too twee for many people's liking

ALIEN 3 (FLYING EDGE) £34.99

Average platform shooty game that has little (if anything!) to do with the

film. Dash through 15 levels blowing the crap out of the aliens with a variety of weapons. **62%**

▲ Very good graphics and sampled sounds
 ▼ Sluggish controls and totally unoriginal gameplay



ALIEN STORM (SEGA) £34.99

High-tech version of Golden Axe. Left/right scrolling beat'em-up with lots of baddies. Arcade original was crap, so there's little hope. **46%**

▲ Some very speedy scrolling, colourful graphics
 ▼ Far too easy – ultimately boring

ALISIA DRAGON (SEGA) £34.99

Surprisingly playable platform shooter. A girl and her pet dragon take on the world in this novel and quite huge game. **83%**

▲ Some very good graphics and very challenging gameplay
 ▼ Stinginess in dishing out continues hinders progress



ALTERED BEAST (SEGA) £29.99

Originally the 'in-pack' game with the MD this is a classic example of how not to show the machine's abilities. Scrolling beat'em-ups don't come worse than this. **47%**

▲ Er...none really
 ▼ Naff graphics, poor quality sound. Very poor conversion of

arcade original

AMBITION OF CAESAR (IMPORT) £34.99

Average war game based on all things Roman and war like. A good challenge for varying abilities. A good intro to war gaming. **72%**

▲ One of the more easily accessible war games
 ▼ Looks a bit duff



AQUATIC GAMES, THE (EA) £39.99

James Pond returns for a bit of pre-match training in a spoof Olympic jopyad basher. **78%**

▲ Quite funny, nice presentation
 ▼ Too much finger work

ARCH RIVALS (FLYING EDGE) £39.99

Basketball game with a difference. Cartoon-style graphics with some interesting interpretations of the rules of basketball. Want to beat up your opponent? Go on... **69%**

▲ Some very good cartoon-style graphics
 ▼ Nice ideas – shame about the game. It's far too boring



ARNOLD PALMER TOURNAMENT GOLF (SEGA) £34.99

One of the first 3D golf games on the Mega Drive. Some very impressive courses, with a very easy to suss user interface. **84%**
 ▲ One of the originals on the MD and still one of the best
 ▼ Can get a little dull once you've mastered it

ARROW FLASH (IMPORT) £24.99

Yet another horizontal scrolling blaster with fancy backdrops and big end-of-level guardians. Yawn yawn, yawn. You can turn into a robot though (cool). **52%**

▲ Graphics are very good in places
 ▼ Offers nothing new

ATOMIC ROBOKID (IMPORT) £24.99

Multi-directional scrolling blaster with pretty graphics. **56%**
 ▲ Very good presentation

▼ Some sections are extremely frustrating!

ATOMIC RUNNER (IMPORT) £35

Fixed scroll run and shoot'em-up with impressive graphics, but not much else. **40%**

▲ Looks good
 ▼ Boring and controls are a pain

AXIS (IMPORT) £29.99

Naff looking scrolly blaster with distinctly cack gameplay. Absolutely nothing going for it. **8%**

▲ None really
 ▼ It was released

BACK TO THE FUTURE 3 (SEGA) £34.99

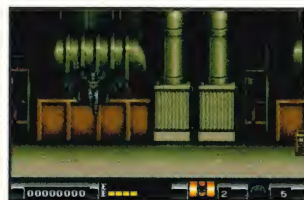
Recently re-released film licence. Take Marty and Doc back to the 19th Century in a variety of playing styles. Not brilliant. **25%**

▲ Reasonable presentation
 ▼ Too few stages, unchallenging

BART Vs THE SPACE MUTANTS (FLYING EDGE) £39.99

Scrolling platform game with naff sprites and excruciatingly dull gameplay. Just cos Bart is in it doesn't mean it's any good! **67%**

▲ Some good Bart-style humour
 ▼ Sprites are too small and the game is boring



BATMAN (SEGA) £35

Platform/beat'em-up and scrolling shoot'em-up sections. Looks pretty, but plays like poop. **59%**

▲ Some very moody looking graphics
 ▼ Another wasted film licence

BATTLE GOLFER (IMPORT) £29.99

Arcade adventure based around golf. Knock your ball from hole to hole to move through the different locations. Weirdsville. **42%**

▲ Definitely an original concept
 ▼ Japanese import means all the text is unreadable

BATTLE SQUADRON (EA) £39.99

Classy and smooth vertical scroller with loads of bolt-on extras and big, bad meenies. **68%**

▲ Challenging gameplay and good graphics
 ▼ Unusual quirks in some of the levels make progress difficult

BIMINI RUN (IMPORT) £29.99

3D speedboat shoot'em-up. Looks

like the arcade game Hydra. Nice graphics, shame it's so crap. **42%**

▲ Pleasant looking graphics
 ▼ Absolutely nothing special about the gameplay

BONANZA BROTHERS (SEGA) £34.99

One or two-player platform game. Raid locations and pinch the loot while avoiding the cops. Brilliant as a two-player game. **65%**

▲ Good fun to play. Excellent presentation
 ▼ Not enough levels

BUCK ROGERS (EA) £49.99

Expensive role-playing game in space. Very deep gameplay and battery back-up save option. **80%**

▲ Incredibly involved gameplay
 ▼ Some graphics look a bit dull



BUDOKAN (EA) £39.99

The original beat'em-up on the Mega Drive for one or two players. Numerous ninjitsu-type events with some novel twists. **58%**

▲ Superb presentation
 ▼ Far too many moves to be remembered by a mere mortal

BULLS Vs LAKERS (EA) £39.99

Another EA basketball game, but this one features the more famous players' signature moves. **64%**

▲ Looks good plays well in two-player mode
 ▼ Boring in one-player mode

BURNING FORCE (SEGA) £34.95

This game looks a bit like Space Harrier with different graphics. Gameplay is far too uninspired. It also suffers from naff collision detection. **38%**

▲ Looks nice...
 ▼ ...Until you see it moving



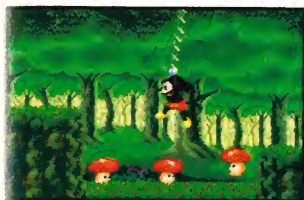
CADASH (IMPORT) £34.99

Good attempt at mixing platform-style beat'em-up with a role-playing game with loads of levels. Neat two-player option. Too fiddly and far too sluggish. **78%**

▲ New approach. Close

conversion of arcade original
▼ Graphics look a bit poor.
Gameplay is not involved enough

Ancient multi-event game. Roller-skating, BMX riding, foot-bag, skateboarding and surfing. **62%**
▲ Looks quite nice. Good variety of sports
▼ Fairly old and tired concept.
How thrilling can foot-bag be?



Mickey Mouse's first Mega Drive game was (and still is) one of the best platform games around. **89%**

▲ **Super graphics and great gameplay**

▼ **Er...none really**

A Roman strategy game where you control your legions as they attempt to take over the world. **63%**

- ▲ **Thoroughly involved gameplay**
- ▼ **Not much action for arcade fans**

Neat prehistoric platform game starring Chuck Rock. Belly-butt your way through loads of gorgeous looking levels. **79%**

- ▲ **Excellent graphics and superb sampled sound**
- ▼ **Gameplay is a little shallow in places**

coloured blocks into the pit and make up lines. Seen it before, done it before...It's still brilliant! **79%**

▲ **Thoroughly enjoyable**
▼ **Quite expensive for such a simple game**



Big 'roam around the office block knocking off mutants'-type RPG. Lovely 3D perspective graphics make this a visual feast. **75%**

▲ **Massive levels and great presentation**

▼ **Very hard to get to grips with.** Roaming around often seems pointless

Utterly abysmal horizontal shoot'em-up. Looks naff, sounds awful and has about as much appeal as a rutting skunk. **4%**

▲ **Absolutely none whatsoever**
▼ **The programmers are probably still out there**

A cross between Gauntlet and Smash TV with an exploration element. Quite nifty gameplay with a nicely presented top-down view. Good arcade conversion. **72%**

▲ *Nice presentation and loads of features*

▼ *Can get a bit 'samey'*

Reasonable 'heavy metal' pinball game with the full Motley Crue licence. Gameplay is slow. **63%**
▲ *Passes the time fairly painlessly*
▼ *Zzzzzzzzzzzz*

21st century American football that is starting to look very old. If you like this sort of thing then buy Speedball II. **27%**

▲ *Accurate conversion of arcade machine*

▼ *Said machine was crap*

Tired old vertical shooter with everything you would expect from a game of this type. Confusing to look at and dull to play. **50%**

▲ *It's cheaper than most imported blasters*

▼ *Far too painful on the eye*

Enormous stonker of a horizontal scrolling shooter. Massive levels with loads of aliens. **65%**

▲ **HUGE game; 26 massive levels**

▼ **Fairly ordinary gameplay**

Platform/puzzle/adventure combination with lots of levels. Possibly the worst game EA has ever released. Looks awful and is very frustrating to play. **38%**

▲ *Interesting idea...*

▼ *...Shame it doesn't really work*

Weird and wacky vertical scroller with strange DNA related power-ups. Good graphics and novel ideas make this stand out. **64%**

▲ *Some truly original ideas*

Slack and smooth basketball game with wicked gameplay. Has unusual screen flip between each end of court that cocks things up. **77%**

▲ Looks great and there are some really neat sound effects

▼ The screen flip does your head in after a while

Weird platform game where you jump around lobbing your head at countless passers by. Great gameplay and a massive wodge of humour to boot. **78%**

▲ *Very funny and very playable*
▼ *A bit too easy in places*

Still one of THE best games on the Mega Drive. A completely wondrous multi-directional scrolling strategy/shoot'em-up. Loads of missions, loads of fun. **90%**
▲ Looks great, plays even better
▼ Can get a bit too hard

Snazzed up Breakout with one of the most stupid storylines ever. An evil wizard turns a prince and princess into a pair of paddles...Very credible. **38%**

▲ *It's certainly a change from rehashed shoot'em-ups!*

▼ *It's a bit crap actually*

Grossly overpriced, cocked up film licence based on a really quite naïf Warren Beatty movie. Sideways scrolling platform/shoot'em-ups don't come much worse. **39%**

▲ *At least Madonna isn't in it*
▼ *It's horribly dull*

A sideways scrolling beat'em-up on roller-skates. Crap, crap, crap, crap, crap. Whoever is responsible should be strung up. **27%**

▲ *Useful as a doorstop*
▼ *It's so crap it's insulting*

Why do we need a conversion of this old and decrepit game? It was a naff beat'em-up in the arcades so

▲ The graphics are identical to the arcade machine
▼ It's just a pity that the gameplay is as well

Destined to be a classic this one. A wonderful fantasy pinball experience with loads of sub levels and clever little fiddly bits. **87%**

▲ *One of the best console pinball games around. Superb presentation*

▼ *There's only one table*

Flawed attempt to copy Populous with dinosaurs. Good fun, but gets too difficult too fast. **79%**

- ▲ *Cute graphics and simple, but involving gameplay*
- ▼ *Where is that difficulty curve?*

Rather naff Op Wolf clone with some truly rubbish visuals. Blast the bad guys as they jump out from behind jeeps and barrels while collecting big guns. Boring! **42%**

▲ *If you like Op Wolf this is as close as you'll get at the moment*

▼ *It looks terrible and is sluggish*



It's one of the most enjoyable sports games, especially in two-player mode. **88%**

▲ *Amazingly playable*

▼ *Erm... There aren't any naked women in it*

Vertically scrolling shooty shooty job with loads of rotten greebos lobbing rocks at you. **70%**

▲ **Absolutely superb graphics**
▼ **Gameplay has little depth**

Rather unusually presented horizontal scroller which places you in the unenviable position of piloting either a light plane or an airship! Quite a nifty game really. **84%**

▲ **Original visuals**

▼ **The gameplay doesn't match the presentation in terms of quality**

Jools has a soft spot for this mediocre platform/shoot'em-up. I'm

not entirely sure why. It looks poor and plays like any other game. There's nothing wrong with it – just nothing right either. **73%**

▲ *Plays OK, looks OK*
▼ *See above*

The only decent soccer game. Sideways scrolling jobby based on the Amiga game Man Utd Europe. Too easy in one-player mode, but great in two-player. Crucifies World Cup Italia '90.

62%

▲ **Very good presentation. Neat password system for leagues**

▼ **Boring in one-player mode**

Fab looking Fight Night Special with no consistency in the opponents and limited gameplay. 57%

▲ ***Some really nice blood spurts!***
▼ ***A real sucker punch for the purchaser***

Whopping big role-playing adventure based on a fairly ancient Amiga game. Ideal for less experienced RPGers. **65%**

- ▲ *Quite simple quests. Easy to use features*
- ▼ *Too basic for some*

Stunning looking platform game based on the Disney flick. Gorgeous visuals, but difficult gameplay. **46%**

▲ *It looks gobsmackingly good*
▼ *Far too difficult to play*

Simple yet effective top-down RPG affair. Roam around collecting the goodies and bashing the monsters. Easy life! **65%**

▲ *Nice presentation*

▼ *Too much of a walk in the park*

A superb conversion of the Amiga title Killing Game Show. Excellent presentation and novel 'rewind' feature lets you skip back through your game after dying. **85%**

▲ *Platform shoot'em-ups don't come much better than this!*

▼ *Slows down too much*

Awful racing game that should never have got out of development. Novelty value for being shite.

23%

▲ *Useful for that wobbly table*

▼ *It's crap*

FIRE MUSTANG (IMPORT) £34.99

Distinctly unpleasant horizontal scroller. Quite horrible to play and distinctly average to look at. **22%**

- ▲ None whatsoever
- ▼ Everything about the game including the box

FIRE SHARK (IMPORT) £29.99

Loose interpretation of the ancient scrolling blaster 1942. Pilot your bi-plane up through the levels blowing away the enemy. **68%**

- ▲ Very playable indeed
- ▼ Hardly challenging



FLAMING DODGEBALL KID, THE (IMPORT) £35

One or two-player ball throwing based on that game where you tried to knock out the wimps in PE with large medicine balls! Tournament and league option, but the Jap text is an obstacle. **82%**

- ▲ Addictive, colourful and entertaining
- ▼ Could take years to suss out what's going on

FLICKY (SEGA) £19.99

Sega was passing through one of its more intense moments of lunacy when it released this. It looks like a naff Spectrum game. **28%**

- ▲ Brings back memories of old crap games
- ▼ When it is a new crap game

FORGOTTEN WORLDS (SEGA) £34.99

Rather smashing two-player shoot'em-up with some superb background graphics. **75%**

- ▲ Very playable, superb graphics
- ▼ Infinite lives in two-player mode



F-22 INTERCEPTOR (SEGA) £39.99

The very first flight sim on the Mega Drive. Speedy graphics and quite a playable game to boot. **70%**

- ▲ Fast polygon graphics
- ▼ Not much of a sim really

GAIN GROUND (SEGA) £34.99

A strategy shoot'em-up. You have to choose the right soldiers to do the right job as you move through the flick screen scenery. Slow, thoughtful pace and a decent two-player mode. **75%**

- ▲ Big, fun and varied
- ▼ A bit deliberate for some

GALAXY FORCE 2 (SEGA) £39.95

Painfully tedious and tacky conversion of the coin-op. 'Into the screen' 3D viewpoint as you shoot aliens wears thin very fast. **30%**

- ▲ Very Colourful
- ▼ Yaaaawn!

GALAHAD (EA) £39.99

Known as Leander on the Amiga, Galahad loses nothing on the conversion. Rescue maidens and King Arthur's treasure. Large levels and loads of bad guys. **90%**

- ▲ Good use of the MD. Excellent graphics
- ▼ Sound a bit on the iffy side.

GAMES WINTER CHALLENGE, THE (SEGA) £39.99

Eight events based on the pistes, bobsleigh runs and snow covered plains. Play with friends for that 'You bastard!' feeling in full. **66%**

- ▲ Looks good and plays great
- ▼ Not so good for one player

GEMFIRE (IMPORT) £34.99

Travel back to mediaeval England and conquer the place. A strategy game that takes some time to get used to, but worth the effort. **76%**

- ▲ Absorbing and interesting
- ▼ Won't get the heart rate going

GHOSTBUSTERS (SEGA) £34.99

Platform nonsense straight from the film. Attractive sprites but frustrating gameplay. **48%**

- ▲ Cute and chirpy
- ▼ Too bouncy by half

GHOULS AND GHOSTS (SEGA) £44.99

Excellent (but expensive) conversion of the scrolling slash'em-up. Great fun, imaginative graphics and neat sound. **86%**

- ▲ Unlimited lives, testing gameplay...
- ▼ ...That may be too testing

GLEY LANCER

Mistranslated Japanese shoot'em-up with some novel power-ups and nice baddies. Plays well. **89%**

- ▲ Great graphics and gameplay
- ▼ Screen clutters up at times

GREENDOG (SEGA) £34.99

A cool dude searching for the Surfboard of the Ancients. Good looking game that suffers from lack of any real challenge. **70%**

- ▲ Very well presented
- ▼ You'll finish it in a day

GODS (IMPORT) £35

Become a god and leap round righting wrongs, destroying evil and protecting the weak. Brilliant platform game. **91%**

- ▲ Real challenge. Good sound and graphics
- ▼ Not for beginners

GOLDEN AXE (SEGA) £34.99

A tale of a man, a woman and a dwarf hacking their way through extras from Jason and the Argonauts. In two-player you can

even hack each other. **86%**

- ▲ Great fun especially for two
- ▼ Too easy for one



GOLDEN AXE 2 (SEGA) £44.99

Hardly a great leap forward but just as good as first. Don't bother getting both though. **65%**

- ▲ It worked once
- ▼ So why not do it again?

GRANADA (IMPORT) £35

Four levels of multi-directional shoot'em-up in an attempt to blow up nuclear power stations. **71%**

- ▲ Pretty graphics and very playable
- ▼ Too short and a bit repetitive

GRAND SLAM/JENNIFER CAPRIATI (IMPORT) £35

Unplayable dross where hitting the ball has nothing to do with getting the racket in the way. Ignore. **38%**

- ▲ The female sprites wiggle a lot
- ▼ Poorly implemented tat



GYNOUG (SEGA) £39.99

A scrolling shoot'em-up with loads of weapons, weird enemies, and the hero's got wings! **88%**

- ▲ Spiffing fun for all the family
- ▼ Goes on a bit, but so does my mum

HARD BALL (SEGA) £39.99

Well, it's baseball really, but jolly good fun all the same. **72%**

- ▲ Slick interpretation of the game
- ▼ Doesn't have that edge to make it great

HARD DRIVIN' (TENGEN) £35

The finest example of duff 3D programming you are ever likely to see. More glitches than the Big Breakfast. **32%**

- ▲ A pic of a Ferrari on the box
- ▼ Graphics, sound, gameplay.

HEAVY UNIT (IMPORT) £30

A multi-directional shoot'em-up that has been done far better elsewhere. **27%**

- ▲ Quite a few power-ups
- ▼ Very poo-er

HELLFIRE (SEGA) £34.99

A top class horizontal shoot'em-up with well designed gameplay and attractive graphics. Tense but not too tricky. Excellent fun. **72%**

- ▲ Very playable
- ▼ Nothing stunning

HERZOG ZWEI (SEGA) £34.99

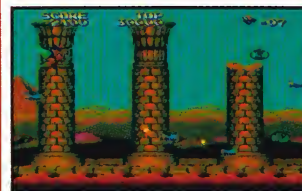
You have a range of armoured units to defeat an enemy. Logistics, strategy and direct command are all down to you, and it's in real-time. Unusual but fascinating. **85%**

- ▲ Lots of depth and never slows down
- ▼ A lot to worry about and initially inaccessible

IMMORTAL, THE (EA) £39.99

Top-notch arcade adventure with gloriously gory graphics and nicely weighted gameplay. Loads of magic, monsters and hordes of gold and goblins. **80%**

- ▲ Big play area, loads of atmosphere and action
- ▼ The wizard looks like a ponce



INSECTOR X (IMPORT) £35

Quality gameplay as you bug-spray your way through levels of insects. The backgrounds are superb and the sound's not bad either. **80%**

- ▲ Marvellous gameplay and it looks great
- ▼ Some levels are too big

ISHIDO: THE WAY OF THE STONES (IMPORT) £35

Oriental board-game where you have to match up shapes and colours of stones randomly pulled from a bag. Something of an acquired taste. **72%**

- ▲ Pretty and a good version of a tile game
- ▼ Not one for the bloodthirsty

JAMES 'BUSTER' DOUGLAS BOXING (SEGA) £34.99

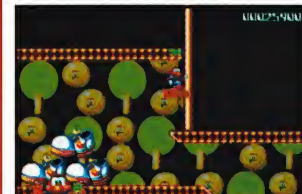
This has to be seen to be believed. It is so crap it is worth renting just to see how awful it is. **12%**

- ▲ Quality crowd noises
- ▼ Its mere existence

JAMES POND (EA) £39.99

The first installment in the ever popular James Pond saga. Cute as hell platformer where you swim around collecting things. Great fun, but drags after a while. **79%**

- ▲ Cute, cuddly and full of fun
- ▼ Lacks variety in the gameplay



JAMES POND 2: ROBOCOD (EA) £39.99

The second installment sees a half metal Pond trying to stop Dr Maybe from taking over Santa's toy factory. Better than the original. **87%**

- ▲ Superb levels designs and

wacky graphics

- ▼ Might elicit the odd 'joypad through the window' moment

JEWEL MASTER (SEGA) £34.99

Some nonsensical platform beat'em-up where you switch rings to use different weapons. **40%**

- ▲ Intro music's quite nice
- ▼ Essentially useless in the great scheme of things

JOE MONTANA FOOTBALL (SEGA) £34.99

It had to match up to John Madden to compete and frankly it didn't. Fewer plays, poorer graphics and an absolute cinch. **52%**

- ▲ Diverting for two players
- ▼ Never a match for Madden

JOE MONTANA 2 (SEGA) £34.99

Someone didn't learn their lesson because this is still not a viable alternative to Madden, despite more plays and a better challenge. **53%**

- ▲ Attractive and playable
- ▼ Speech is eventually repeated

JOE MONTANA 3 (IMPORT) £35

New speech and a couple more plays. Hardly worth the effort if you've got Joe 2. **59%**

- ▲ Good fun for a while
- ▼ Too similar I'm afraid

JOHN MADDEN FOOTBALL (EA) £39.99

Blimey what a corker. Totally unputdownable, excellent control system, a bundle of plays and loads of individual teams. **75%**

- ▲ Time flies when playing
- ▼ Find the right couple of plays and you'll beat nearly every team

JOHN MADDEN 2 (EA) £39.99

New pitch textures, new plays and new formations and it is better than the original. **85%**

- ▲ Job-threatening stuff as you call in sick for three days running
- ▼ An update not a sequel

JORDAN Vs BIRD (EA) £34.99

Good looking but very boring one-on-one basketball. If you've ever yawned when they play this in the movies you'll snore playing this. **40%**

- ▲ Pass
- ▼ Akin to being starved to death

JUNCTION (IMPORT) £30

One of those marble trap thingies based on an obscure coin-op. Slide grooved blocks to make a path for the marble to roll down. **64%**

- ▲ It is addictive and incredibly simple
- ▼ You'll loathe the intro tune

KAGEKI (IMPORT) £30

Unplayable, but it looks and sounds really great. Standard beat'em-up fare which offers nothing new. **20%**

- ▲ There are a number of comical graphics
- ▼ You'll need amphetamines to stay awake through this one



KID CHAMELEON (SEGA) £39.99

As platforms go it's hard to beat this one on size if not playability. A kid races around wearing different helmets to give him different powers. Difficult as well. **81%**

- ▲ Size and variety of levels
- ▼ Too hard for some gamers

KING'S BOUNTY (EA) £39.99

Visually drab and aurally underwhelming but there's a stonking great RPG in there as well. Not for the casual RPGer. **50%**

- ▲ Massive with lots of RPG fun
- ▼ Hardly a work of art

KLAX (TENGEN) £34.99

Catch the coloured tiles to make matching lines. Not as good as Columns or Tetris but alright. **74%**

- ▲ That falling tile gameplay which never fails to amuse
- ▼ Never gets a sweat going

KRUSTY'S FUN HOUSE (FLYING EDGE) £39.99

The murderous clown from Springfield has to trap rats in a cross between Lemmings and mah-jong. **80%**

- ▲ The size and the graphics
- ▼ You really could throttle the little bastard sometimes

LAKERS Vs CELTIC (IMPORT) £35

From EA in the US this was its first full basketball game and jolly good fun it is in two-player mode where it catches the end to end atmosphere perfectly. One-player is dull. **65%**

- ▲ Great with a friend and some top graphics
- ▼ It all gets a bit boring

LAST BATTLE (SEGA) £34.99

Some ninja kung-fu karate drivel that irritates immediately. **40%**

- ▲ Shows how not to program
- ▼ People bought it

LEMMINGS (IMPORT) £39.99

Fun, fun, fun. Save the lemmings from death, build bridges, destroy anything that gets in the way throughout the 180 levels. The most original and addictive game for a long time. Simply brilliant. **92%**

- ▲ Password system, massive game, good graphics, lots of fun
- ▼ Slight screen flicker in two-player mode

LHX ATTACK CHOPPER (EA) £39.99

Reasonable flight sim that puts the player in charge of a powerful helicopter. 3D polygon graphics and a 'create mission' option add up to a thumbs up. **84%**

- ▲ Varied gameplay, good graphics
- ▼ Lack of wide appeal

MARVEL LAND (IMPORT) £40

The fast moving Wonderboy gameplay combined with grade A graphics, not to mention more pick-ups than you care to name. **80%**

- ▲ Hours of play in gorgeous environment
- ▼ Well, the sound's not brilliant

MI-ABRAMS BATTLE TANK (SEGA) £39.99

Vector graphic 3D tank sim which doesn't do much graphically, but it moves well. Loads of missions make this one of the best. **68%**

- ▲ Easy to get into, but not too simple
- ▼ Scenery is a bit quiet

MAGICAL FLYING HAT TURBO (IMPORT) £35

Graphically stupendous platform action that is additive to a near narcotic level. Some tactical play among the jumping and bouncing makes it special. **84%**

- ▲ Looks marvellous and plays like a dream
- ▼ Not enough mindless violence



MAGICAL TALURUT (IMPORT) £35

Totally weird walking shoot and punch outing featuring a midget wizard. Clearly programmed by someone with a history of hallucinogenic drug abuse. **77%**

- ▲ Novel ideas and very pretty graphics
- ▼ Short and gets hard too soon

MARBLE MADNESS (EA) £39.99

The classic coin-op of yesteryear. Guide a marble around while avoiding monsters. Two-player is a real giggle. **69%**

- ▲ Frantic yet basic action
- ▼ It gets frustrating eventually

MARIO LEMIEUX HOCKEY (SEGA) £39.99

Stands well on its own as a side-on ice hockey game, but when it's up against EA Hockey then it can only ever come second. **79%**

- ▲ Excellent tournament mode
- ▼ Lacks atmosphere

MEGAPANEL (IMPORT) £30

Slide panels around to make a combination that'll disappear leaving room for the new ones coming in at the bottom. Very odd. **49%**

- ▲ The two-player game induces panic
- ▼ Too complex by half

MERC'S (SEGA) £39.99

Hmm, I'm afraid this is dull formulaized shoot'em-up stuff that really shouldn't be done anymore. Ah well. **13%**

- ▲ Mindless violence
- ▼ It's shit

MIDNIGHT RESISTANCE (IMPORT) £38

A conversion with dodgy graphics as you fire loads of weapons at loads of things with loads of weapons. **60%**

- ▲ More mindless violence
- ▼ Tricky controls

MIGHT AND MAGIC: GATEWAY (EA) £49.99

Expensive but huge RPG. The graphics are naff, the encounters controls are a bit duff and as for the sound...Despite all this you could practically drown in it. **64%**

- ▲ Bloody massive
- ▼ Doesn't anyone think RPGs need graphics?

MIKE DITKA POWER FOOTBALL (BALLISTIC) £39.95

Who the hell is Mike Ditka and didn't he realise if you can't better John Madden. You might as well forget it. **30%**

- ▲ Two-player saves the day
- ▼ He's got a silly name

MONDU'S FIGHT PALACE (IMPORT) £35

Mondu's Shite Palace more like. Incredibly awful karate-wrestling thing that should never have seen the light of day. **32%**

- ▲ Erm, novelty value?
- ▼ Gives the MD a bad name

MOONWALKER (SEGA) £34.99

Michael 'I'm forever blowing bubbles' Jackson stars in this incredibly well animated platform game. **64%**

- ▲ Brilliant fun and very playable
- ▼ More variety needed

MUSHA ALESTE (IMPORT) £30

Average vertical shoot'em-up with nothing to make it stand out. **52%**

- ▲ Fairly easy
- ▼ Why bother?

MYSTIC DEFENDER (SEGA) £34.99

A odd little curio this one. The beat'em-up with atmosphere is probably the best description. Not overly playable, but OK. **52%**

- ▲ Interesting visuals
- ▼ Wears thin after a while

NEW ZEALAND STORY (IMPORT) £35

Fabulous coin-op conversion that is one of the best platform games around. It's all about heroic kiwis and is cute enough to make even the hardest stomach turn. **84%**

- ▲ You'll never put it down
- ▼ And thus ruin your life

NHLPA '93 (EA) £39.99

Updated version of EA Hockey, fast, furious and loads of fun. Playing in two-player a must, so get yourself a copy now. **86%**

- ▲ The complete game
- ▼ Erm...none really

ONSLAUGHT (BALLISTIC) £39.99

Formulaic blast thingy with so-so graphics and repetitive aliens. There are worse, but there are a lot

better. **42%**

- ▲ Mildly diverting for small children
- ▼ Largely a waste of money



OLYMPIC GOLD (US GOLD) £39.99

Spending £40 on a device for breaking your joystick never struck me as a good idea. It's all over fairly soon, but there's an unusual array of events. **78%**

- ▲ It'll raise a sweat with anyone
- ▼ Sore fingers, too small, sore fingers, swimming's a nightmare

OUTRUN (SEGA) £34.99

Racing game that has seen better days, in this case about 1986 when the coin-op - very average - appeared. **24%**

- ▲ Funny when the car flips
- ▼ Insomniacs sign here

PAC-MANIA (DOMARK) £34.99

3D version of the old fave with all the ghosts and power pills of the original. **64%**

- ▲ A good giggle for a quiet night
- ▼ Seen it all before really

PAPERBOY (DOMARK) £34.99

Ride your BMX through suburban America, or was it Beirut? One of those classic coin-ops. **52%**

- ▲ Arcade perfect
- ▼ That's part of the problem



PGA TOUR GOLF (EA) £39.99

Don't waste time reading this, get out and buy it. Was the definitive golf game on the MD. **81%**

- ▲ Incredibly playable
- ▼ Some ropy intro graphics

PHANTASY SOLDIER 3 (IMPORT) £35

Sort of a hack and shoot-type affair very Strideresque, but this just has the edge. Nice between level sequences as well. **62%**

- ▲ Looks good and plays better
- ▼ Tricky...tricky...

PHANTASY STAR 2

A huge battery backed-up RPG that set the standard for others, until the third installment that is... **81%**

- ▲ You'll be there for weeks
- ▼ Bloody hard

PHANTASY STAR 3

Bigger and better than number two, difficult to believe, I know. It's got really good graphics! **82%**

- ▲ Good looking very playable

▼ Daunting at first

PHELIOS (SEGA) £34.99

Mundane little vertical shoot'em-up that shoots its load too early by giving a level select option. **71%**

- ▲ Nice gameplay touches
- ▼ It's all over so quick

PIT-FIGHTER (DOMARK) £39.99

Two-player option saves this reasonable one-on-three beat'em-up from obscurity. Digitized graphics don't quite work. **30%**

- ▲ You can't beat smashing a chair over a mate
- ▼ Dead boring on your own

POPULOUS (EA) £39.99

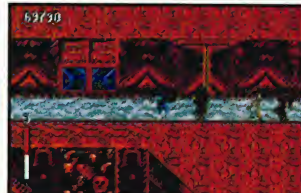
You are God, the Man, the Big Cheese. Cause earthquakes, floods, raise and lower land in your attempt to vanquish evil. **90%**

- ▲ Very addictive
- ▼ The power can go to your head

POWERBALL (IMPORT) £35

Tragically duff Speedball clone that loses all the good bits in an attempt to be different. These yanks eh? Just buy Speedball 2. **48%**

- ▲ Makes SB2 look even better
- ▼ How long have I got?



PREDATOR 2 (ARENA) £34.99

Very average shoot'em-up. Rather small, only nine levels, each of which are too easy. Predator ship stage is the only challenge. **65%**

- ▲ Addictive
- ▼ Far too small. Lack of challenge

QUACKSHOT (SEGA) £39.99

Brilliant everything'em-up with Donald Duck in the driving seat. Run, shoot and quack through some great levels. **87%**

- ▲ Does everything marvellously
- ▼ Again no naked women. Cuh!

RAIDEN TRAD (IMPORT) £40

Graphically impressive vertical blaster with phenomenal power-ups, all sorts of enemies, a great challenge and very playable as well. **81%**

- ▲ Excellent presentation
- ▼ Gameplay is a little limiting

RAINBOW ISLANDS (IMPORT) £39.99

Sickeningly cute platform game. Lob rainbows at the bad guys as you jump up through layers of meanie filled platforms. **83%**

- ▲ Incredibly playable
- ▼ It's a bit pukey

RAMBO 3 (SEGA) £29.99

Overhead multi-directional scrolly shoot'em-up starring Rambo and a variety of large guns. Adequate gameplay, an average blast. **47%**
▲ Better than average sound
▼ Game style is a bit old hat

RASTAN SAGA 2 (SEGA) £29.99

Hack 'n' slash barbarian basher involving lots of axe swinging and rope climbing. **48%**
▲ Beat'em up junkies will love it
▼ ... A good job, no one else will

RBI BASEBALL 4 (TENGEN) £34.99

Brilliant conversion that knocks all other baseball sims for six. Good animation and nifty features. **87%**
▲ Good gameplay, nice graphics
▼ Takes forever to reach the World Series

REVENGE OF SHINOBI (SEGA) £34.99

Sequel to the brilliant Shinobi with some fabbo graphics and sound. If you're into platform games or beat'em-ups you'll adore it. **81%**
▲ Fantastic presentation and excellent gameplay
▼ Erm, none really

RINGSIDE ANGEL (IMPORT) £34.99

Wrestling game involving scantily clad girls beating the crap out of each other. Awful gameplay, but a wonderful subject matter. **45%**
▲ Hmm, half-naked women!
▼ It's a completely crap game

RINGS OF POWER (EA) £49.99

Unfortunately this is a distinctly poor RPG with a very bad control system. **51%**
▲ Quests are quite interesting
▼ Graphics are jerky, controls are bad and the game is too dear

ROAD RASH (EA) £39.99

3D motorcycle racing game with some rather novel ideas! Beat the crap out of your opponents as you race for the finishing line. **78%**
▲ Superb animation and fun gameplay
▼ No two-player option

**ROLLING THUNDER 2 (IMPORT) £39.99**

Huge scrolling platform game based on the ancient Atari coin-op. Play a spy as you try to knock out the evil henchmen. **82%**
▲ The gameplay is addictive
▼ The graphics are awful

SAINT SWORD (IMPORT) £34.99

Multi-directional scrolling hack 'n' slash job with naff animation and spooky looking backdrops. **37%**

▲ Seven decent sized levels
▼ It's bobbins

SHADOW BLASTERS (IMPORT) £29.99

Distinctly poor scrolling beat'em-up. Looks crap and it is crap. **34%**
▲ None
▼ As appealing as cold sick

SHADOW DANCER (SEGA) £34.99

Wicked ninja game based on the hit arcade machine. One man and his dog take on the evil hordes in this scrolling beat'em-up. **84%**
▲ Brilliant graphics and terrific gameplay
▼ I don't like dogs

SHADOW OF THE BEAST (EA) £39.99

Visually awesome game converted from the Amiga classic. It's crap, but it's a nifty way of showing off the Mega Drive's abilities. **62%**
▲ Looks gobsmackingly good
▼ Plays gobsmackingly badly

**SIDE POCKET (IMPORT) £34.99**

Dreadful attempt to bring pool to the MD. Boring and mindless play, crap sound, bad graphics. **30%**
▲ Females on the intro screen
▼ The complete game

SHINING IN THE DARKNESS (SEGA) £44.99

Stonking RPG with brilliant graphics and truly deep gameplay. One of the best games of this type. **72%**
▲ Fantastic graphics and superb puzzles
▼ Too much aimless wandering

**SONIC THE HEDGEHOG (SEGA) £34.99**

Obscure scrolling platform game starring a blue hedgehog. Apparently it sold quite well. **85%**
▲ Great graphics and sound
▼ Levels are far too easy

SONIC THE HEDGEHOG 2 (SEGA) £39.99

Sequel to an obscure platform romp. Sonic is joined by Miles in this bigger, speedier game. **93%**
▲ Miles is one wicked dude
▼ It's not a significant improvement over the first game

SPACE HARRIER 2 (SEGA) £34.99

Good conversion of the 3D arcade blaster. Good for a quick zap every

now and but gets boring **48%**
▲ Fast 3D graphics
▼ Gameplay is a little thin

SPACE INVADERS '90 (IMPORT) £29.99

Graphically enhanced version of the original shoot'em-up. Space Invaders with frills. **64%**
▲ A good conversion
▼ Only the graphics have been brought up to date

**SPEEDBALL 2 (VIRGIN) £39.99**

Futuristic sports sim with bags of violence. Look and plays great, particularly in two-player. **78%**
▲ Fantastic graphics and superb sampled sound
▼ You really need two players

SPIDER MAN (SEGA) £29.99

Mediocre platform game that offers nothing new. Reasonable fun, but you'll soon tire of it. **64%**
▲ Wickedly moody soundtrack
▼ Very little lasting appeal

**SPLATTERHOUSE 2 (IMPORT) £39.99**

Gory scrolling beat'em-up. Once you've got over the novelty of chopping up babies with a chainsaw you'll hate it. **72%**
▲ Novel gory graphics
▼ Very weak gameplay

STAR CONTROL (BALLISTIC) £39.99

Huge strategy game that has been squeezed onto an 8 meg cart. Ideal for those who like a bit of strategy without too much brain drain. **68%**
▲ Neat graphics and fun gameplay
▼ Blend of arcade and strategy alienates fans of both styles

STAR CRUISER (IMPORT) £34.99

Vertical shooter with Q & A section between levels. Utterly unplayable unless you speak Japanese. **47%**
▲ None whatsoever
▼ It's bloomin' foreign innit?

STARFLIGHT (EA) £39.99

An interesting blend of trading, adventure and blasting that spans a massive virtual universe. Far too big for its own good. **56%**
▲ Great idea...
▼ ...Shame about the implementation

STORMLORD (IMPORT) £34.99

Very good looking platform game from British developer 21st Century. Looks and plays a bit like Ghosts and Goblins. **75%**
▲ Superb presentation
▼ Inconsistent difficulty levels

STREET SMART (IMPORT) £29.99

Utterly nob conversion of Fighting Street arcade game. Limp gameplay and crap graphics. **36%**
▲ Not today thank you
▼ The game

**STREETS OF RAGE (SEGA) £34.99**

The definitive Mega Drive beat'em-up in the style of Double Dragon. Looks great and has brilliant moves. **79%**
▲ Wonderful presentation
▼ A bit too easy

STRIDER (SEGA) £44.99

Horrendously expensive multi-directional scrolling beat'em-up. Lovely graphics and top sound. **78%**
▲ Excellent arcade conversion. Looks superb
▼ Too bloody expensive!

SUPER AIRWOLF (IMPORT) £39.99

Absolutely nothing to do with Airwolf. Pilot your chopper through the jungle blowing everything up. **65%**
▲ Surprisingly playable
▼ The presentation is awful

SUPER FANTASY ZONE (IMPORT) £35

Very odd this one. You play a spaceship who has to avenge its father's death by shooting vegetables. **86%**
▲ Lots of lovely pastel graphics
▼ Very rare in this country

SUPER HANG ON (SEGA) £34.99

Excellent conversion of the 3D arcade Bike Racer. Great graphics and boostin' sound. **72%**
▲ Presentation is quite superb
▼ Gameplay is a little lacking

SUPER HIGH IMPACT (IMPORT) £34.99

Interesting American football sim ideal for beginners. No way near up to John Madden standards. **68%**
▲ Ideal for beginners
▼ Not enough plays

SUPER HYDLIDE (SEGA) £29.99

Fantasy RPG with drab graphics and dim plot. Puzzles are involved so adventure buffs'll love it. **65%**
▲ Very involved gameplay
▼ Only RPG nut-jobs will like it

SUPER LEAGUE BASEBALL (SEGA) £34.99

An adequate baseball sim that

doesn't quite make the mark. No way near as good as RBI 4. **48%**
▲ Reasonably playable
▼ Has no ZING!

SUPER MONACO GP (SEGA) £34.99

Good quality coin-op conversion. Adequate graphics and reasonable joypad response. **68%**
▲ Reasonable graphics
▼ Beginning to show its age a bit

SUPER MONACO GP 2 (SEGA) £39.99

Updated game, but this time it's got Ayrton Senna's name on it. It is slightly better. **73%**
▲ Some nice digitized pics
▼ Joypad response is a bit sluggish

SUPER OFF ROAD (BALLISTIC) £34.99

Old fashioned 'round and round'-type racing game with teeny-weenie graphics. Very playable! **68%**
▲ Very playable indeed
▼ Graphics are too small

SUPER REAL BASKETBALL (SEGA) £34.99

Playable basketball game with some wicked close ups of your shots. **64%**
▲ Corking graphics
▼ You really need two players

SUPER REAL VOLLEYBALL (SEGA) £34.99

2D graphics are pap and gameplay is drab. Yah-boo sucks. **65%**
▲ The only volleyball game
▼ Looks crap and plays worse

**SUPER SMASH TV (FLYING EDGE) £34.99**

Dreadful conversion of the old arcade classic. Blow away thugs and mutants to win prizes. **33%**
▲ Two-player game amusing
▼ Incredibly boring and dull

SUPER THUNDERBLADE (SEGA) £34.99

An adequate version of the arcade hit. Pilot your chopper through the cities blowing up bad guys. **59%**
▲ Graphics are quite nice
▼ Gameplay is a bit poor

SWORD OF SODAN (EA) £39.99

Amiga conversion that failed. Epic beat'em-up that's boring. Good graphics but that's it. **40%**
▲ Looks nice
▼ Pity it doesn't play very well

SWORD OF VERMILLION (SEGA) £49.99

One of the better RPGs. Looks nice, big maps, plays well. **67%**
▲ One of the best
▼ It costs nearly £50!

TASK FORCE HARRIER-EX (IMPORT) £35



Frantic shoot'em-up, but hardly great. A finish in a day job! **30%**

- ▲ So many enemies
- ▼ ...They're all crap

TAZ-MANIA (SEGA) £39.99

Wonderful looking platform game. Great graphic, sound, animation and backgrounds. **85%**

- ▲ Looks ace
- ▼ Not enough to gameplay



TEAM USA BASKETBALL (EA) £39.99

Another updated game, this time Bulls Vs Lakers becomes Team USA. Attempt to win a Gold medal at the Olympics. **62%**

- ▲ Two-player game good laugh, nice graphics
- ▼ No variety. Too easy

TECHNOCOP (IMPORT) £29.99

Impossible Mission-type platform game with drivey bits. An ambitious project that hasn't paid off. **63%**

- ▲ Great idea...
- ▼ Bad presentation

TECHNO SOCCER (IMPORT) £35

Dire attempt by the Japanese to make a game out of our national sport. **10%**

- ▲ The captain can catch fire(?)
- ▼ Induces suicidal tendencies

TERMINATOR (VIRGIN) £34.99

Great presentation, but under all the frills it's nothing more than a weak platform shoot'em-up. **63%**

- ▲ Stunning visuals
- ▼ The game is far, far too easy

TEST DRIVE 2: THE DUEL (BALLISTIC) £34.99

Drive lots of fast cars in this 3D driving game. This Mega Drive version is lacking. **68%**

- ▲ Some wicked cars
- ▼ Screen update can't keep up

THUNDER FORCE II (SEGA) £39.99

Wicked shoot'em-up. Eight way scrolling job and horizontal scroller. Looks naff but plays great! **82%**

- ▲ Very playable
- ▼ Graphics are a bit poor

THUNDER FORCE III (SEGA) £39.99

Horizontal scroller with some WICKED graphics. A classic. **85%**

- ▲ Amazing graphics
- ▼ Very hard levels



THUNDER FORCE IV (IMPORT) £39.99

What? Another one? The pick of the bunch this one. Amazing graphics and wicked gameplay. **94%**

- ▲ Gobsmacking graphics
- ▼ Again, no topless totty

TIGER HELI (IMPORT) £34.99

Vertically scrolling chopper blaster (oo-erl). Good visuals, great gameplay. Try it! **78%**

- ▲ Looks nice, plays well
- ▼ A bit hard to get hold of

TOEJAM AND EARL (SEGA) £39.99

Scrolling adventure where you control the two dudes as they try to rebuild their spaceship. Neat game - crap visuals **72%**

- ▲ Lots of humour in there!
- ▼ The graphics are poo



TOKI (SEGA) £34.99

Wicked platform game. Guide your ape through loadsa levels. **69%**

- ▲ Great graphics. Massive levels
- ▼ Gameplay is a tad dull

TORA! TORA! (IMPORT) £34.99

Vertically scrolling shooter for beginners. Looks a bit like Flying Shark, but not as playable. **53%**

- ▲ Ideal for younger players
- ▼ Far too easy for anyone else



TURBO OUTRUN (SEGA) £34.99

Race around California in your open top Ferrari. Bloody awful. **12%**

- ▲ Nope
- ▼ You name it, it's got it

TRAMPOLINE TERROR (IMPORT) £29.99

Overhead scrolly puzzler-type thing. Nice cartoony graphics and quite addictive gameplay. **41%**

- ▲ Nice graphics, nice gameplay
- ▼ It's nothing more than nice

TROUBLE SHOOTER (IMPORT) £39.99

Very slick shoot'em-up starring two babes. Looks ace and has some

amazing levels. **61%**

- ▲ Fantastic visuals
- ▼ Girls don't get their kit off

TRUXTON (SEGA) £34.99

Vertical shooting and lots of guns. Dated but very playable and good power up system. **78%**

- ▲ Bold graphics
- ▼ Not awfully original

TWIN COBRA (IMPORT) £29.99

Vertically scrolling shoot'em-up with helicopters. **39%**

- ▲ Reasonably playable
- ▼ Gets very boring after a while

TWIN HAWK (SEGA) £34.99

If I see another scrolling shooter I think I'll scream... ARGHHH! **41%**

- ▲ You pilot three planes at once
- ▼ So boring it's untrue!



TWINKLE TAIL (IMPORT) £35

Walking shoot'em-up with loads of different weapons and a real mediaeval atmosphere. Good, but not that good. **78%**

- ▲ Well balanced difficulty and as good as a lot of others
- ▼ Never truly original

TWO CRUDE DUDES (SEGA) £34.99

Tough opposition in this one-on-one beat'em-up. Enough challenge for the experienced player **86%**

- ▲ Grotesque graphics
- ▼ Lffy sound effects



UNDEALINES (IMPORT) £35

Vertical walking blaster stuff full of weapons and power-ups. **86%**

- ▲ Some gruesome guardians
- ▼ Not exactly original

ULTIMATE TIGER (IMPORT) £37.99

Scrolling shoot'em-up which yet again offers nothing new. **32%**

- ▲ Nuffink
- ▼ Uninspired

VALIS 3 (IMPORT) £30

Vertically scrolling slash'em game - at least you don't shoot anything! Stunning visuals and coking sound. **48%**

- ▲ Wicked presentation
- ▼ A bit too hard in places

VERYTEX (IMPORT) £35

Scrolling shoot'em-up with massive end of lev...ZZZZZZZZ **53%**

- ▲ Above average sounds

▼ Nothing original about it

VOLFIED (IMPORT) £24.99

Paint the screen by drawing lines and filling in the gaps. **72%**

- ▲ Wicked gameplay
- ▼ Crap presentation

WANI WANI WORLD (IMPORT) £35

Based around an ancient two-player coin-op with the most garish graphics ever seen. Weird! **79%**

- ▲ Mildly addictive
- ▼ Migraine inducing graphics

WARDNER (IMPORT) £34.99

Alex Kidd-type platform game with very twee presentation. **48%**

- ▲ Looks OK
- ▼ No originality

WARDNER SPECIAL (IMPORT) £34.99

Stonking coin-op conversion of this storming platform shooter. Nothing to do with the above game. **53%**

- ▲ Arcade quality visuals
- ▼ Longevity score is a bit weak

WARRIOR OF ROME (IMPORT) £39.99

Completely wicked and playable strategy war game. Neat graphics and menu driven controls. **74%**

- ▲ Easy to get into
- ▼ Not for experienced players

WARRIORS OF THE ETERNAL SUN (IMPORT) £35

Daunting D&D RPG. Rated by aficionados, but no one else! **65%**

- ▲ Good variety
- ▼ Long periods of nothing

WHERE IN TIME IS CARMEN SANDIEGO (EA) £49.99

Educational detective game that teaches history. You even get an encyclopaedia with it! **74%**

- ▲ Very good fun indeed
- ▼ Presentation is a bit weak. It's also expensive



WHERE IN THE WORLD IS CARMEN SANDIEGO (EA) £49.99

Same as above but with geography and trivia-type general knowledge. You get a wicked World Almanac in the package! **85%**

- ▲ Good fun. Very educational
- ▼ A bit 'samey'

WHIPRUSH (IMPORT) £19.99

Pleasant little average type shoot'em-up thingy. **61%**

- ▲ Looks OK
- ▼ It's yet another shooter

WONDERBOY 3 (SEGA) £34.99

Scrolling collect'em-up. Totally

completely and utterly dire. **27%**

- ▲ None
- ▼ C'mon Sega, we're not stupid

WORLD CLASS LEADERBOARD (US GOLD) £39.99

The best 3D golf game on the Mega Drive. Smashing graphics, wicked speech and brilliant courses make it a must for fans of the sport and those that aren't! **82%**

- ▲ The best golf game yet!
- ▼ You've got to like golf

WORLD CUP ITALIA '90 (SEGA) £29.99

A pretty naff footie sim. One of the worst we've seen. **55%**

- ▲ None really
- ▼ It's crap

WRESTLE WAR (SEGA) £34.99

A poor attempt at cashing in on the WWF craze. Bobbins graphics and a dodgy screen flip. **59%**

- ▲ Not a bad beat'em-up
- ▼ Not a good beat'em-up



XENON 2 (VIRGIN) £39.99

The once classic Amiga vertical shooter gets ported across to the Mega. Brilliant conversion of excellent looking game. **72%**

- ▲ Fantastic presentation
- ▼ Gameplay is a bit weak

XDR (IMPORT) £34.99

Horizontal scrolling shooter. Gaudy graphics, boring blasting. **43%**

- ▲ Erm....Nope
- ▼ It's another crap shoot'em-up

ZANY GOLF (EA) £39.99

It'd probably be good if you're on drugs, but crazy golf with hamburgers, windmills does nowt for me. **35%**

- ▲ It's an original idea I suppose
- ▼ But it doesn't quite work



ZERO WING (SEGA) £39.95

Polished horizontal blaster. Looks great and plays well, but infinite continues mean you finish it quickly. **72%**

- ▲ One of the best shooters
- ▼ Infinite continues a pain

ZOOM (SEGA) £29.99

Mediocre puzzle based on Painter, the arcade game. Avoid the nasties and paint the squares. **43%**

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letters, photos
and bribes to
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SK11 6LF.**

NO KNICKERS?

Dear Megaphone

Firstly good mag, quite brill in fact. Anyway my problem is this, I bought a nice new white T-shirt to iron my Sonic sticker on and was very pleased with the results.

Anyway I wore it twice, washed it twice and the second time I washed it I hung it outside on my washing-line and some rotten **##@@ pinched it. They left my frillies and stockings hanging there but no Sonic T-shirt. I kid you not. Please, please, creepy please could you send another Sonic sticker.

Yours Sonic-less but not knickerless!

Mrs Lynnette Butler, Nottingham



Gerry: What can I say Lynnette, there must be some strange people in your neck of the woods! I mean stealing a Sonic T-shirt is bad form – your underwear must've been in a state of disrepair and so the T-shirt looked a better steal all-round. As for the transfer, there's one in the post.

John: Frillies and stockings eh? Phwoar!

MOANING MINNIE

I am writing to you to say what I think of Nintendo. I think they copy most of Sega's products and they've got no reason to bring their crappy consoles out.

The advert which shows the man playing the Super NES is a load of bull. I don't believe that the Super NES has got 32,000 colours for a start. Street Fighter II is quite good in the arcade but it can't be that good for the Super NES if you get it free when you buy the console.



Another game that's rubbish for the Super NES is Pit Fighter, I've seen it playing and it's nearly as bad as the Commodore 64. Dave do you think Nintendo copy Sega?

Yours sincerely

Steven Paton, Ayrshire, Scotland



Dave: With answer to your question of the 32,000 colours I'm afraid it's true! But you must remember that the SNES is still limited to displaying so many colours on the

screen at a time, and at no point are 32,000 displayed on a single frame. As for the software side, I don't think Nintendo copies Sega's ideas, but I suppose with so many titles on the Mega Drive it may borrow a few!

THE OTHER WAY

Dear MAG

Concerning the price of Mega Drive carts as highlighted last issue. One way not to spend £40 on a Mega Drive cart is not to buy from shops, especially the high street chainstores.

I got my Mega Drive in the fall of '91. I'm unemployed and have 14 carts in my collection. Of those, one came with the machine and three from shops, the rest are mail order. The last time I bought a cart from a shop it was James Pond 2: Robocod when it was released. Since then I've bought all my carts from a mail-order company in Pettswood, Kent. My latest cart Taz-Mania cost £33 Inc P&P – the shop price is £40 and a £7 saving for me is heaven sent.

Not all the blame for high prices of carts can be put at the doorstep of Sega. If mail-order companies can charge £32 for a new release cart why can't shops? Okay, stores such as Comet, Curry's and the like are out to rip you off out of every penny you have, Games Master Zones or not. I know shops have overheads but I'm not willing to pay them.

Thanks for the cool mag

Beer and Donuts

Ian, Unthank Road (Taking the piss mate?), Norwich



Gerry: Thanks for the info concerning the mail-order companies I'm sure most readers will look further into the matter.

You were absolutely correct to assume that various high street stores are keeping game prices artificially

DEAR JOHN...

I have got loads of questions for you. Who is your favourite game character? Do you like Sonic the Hedgehog? My favourite character has to be Sonic.

Which game do you like best? I like Streets of Rage and Strider. I know a lot of cheats for Sonic. For one of these if you press Down, Left, Right, A and Start it gives you the choice to select any level. My favourite part in Sonic is the Spring Yard Zone 3. I like it when you go in the secret passages, it's really funny when he dies in the labyrinth and he opens his mouth dead wide and

sinks. Oh, also which game do you think should be at number one?

Thanks John

Robert Tideswell, Heywood, Lancs



John: Gosh, so many questions, so little time! I bet you've driven your family and friends loopy haven't you! Now it's our turn. Hmm...

Er, my favourite game character (on the Mega Drive) is Taz from Taz-Mania – Sonic's a little too twee for my liking. I must admit to having a slight soft spot for Miles in Sonic 2 though, he has a certain charm.

high, but on the other hand many game-dedicated stores are fighting against the outrageous prices.

However Sega is by no means innocent, it plays its part to make sure prices stay high. This way everyone is happy, everyone except the poor old punter who is being ripped off left, right and centre.

The long threatened government investigation into the monopolized games market is again being stalled. Money talks these days and Sega isn't short of a quid or three. Read from that what you will.

NO CONTEST

Dear Hugh

I have bought issue 1 and 2 of MAG, plus 8 and 9 of another Mega Drive magazine. I can only afford to buy one. Can you help by telling me which one to buy? Also if you don't print this letter I won't buy MAG.

I'm writing to say to B Gillespie that in Microbyte, Wakefield you can get cheaper Mega Drive games due to the Sega part-exchange. It lets you buy games that people have got bored with and brought into the shop. They sell for about £20-£25 and you can reduce that even more if you take your boring games in and get £7-£16 off those prices as well – eg if I took Robocod in I could get £15 off any game on the exchange stand...or brand-new ones. That helps me 'cause I'm always skint.

The magazine is good, but it would be helpful if on the next month page you put an estimated date of when the next issue is coming out.

Could you please help me by sending a copy of the instruction manual of the Genesis version of Taz-Mania. Please 'cause I've lost mine (Not that old chestnut again – Hugh) and I'm in desperate need of one. Also do the MAG Classified Adverts cost anything? Oh yes, can you do an Oop Your Way in Wakefield? Microbyte is in the Riding Centre.

Well that's about all (Thank God! – Hugh) If you don't print this I'll write back (PLEASE NO – the Team).

Mark Milaszewicz, Wakefield, North Yorkshire



Hugh: You sad, sad individual. What mag do you really expect me to recommend? Let's just say not MegaTech. Do by any chance work for this shop in Wakefield? If not you ought to consider asking the store manager for some money, or else take your nose from the back of his trousers. We haven't got a manual for Taz-Mania, why not try Microbyte?



Pam: The MAG classifieds don't cost anything at all, that's why we have written **FREE** on the coupon. Funny that innit!

DAILY FIX

Dear Gang

Ref: Readers and users over 65.

INQUISITION TIME

Gerry, I've got some questions for you.

1. After reading the review on the Mega-CD about four times does £200 include the Mega Drive on top of the CD unit, or are you just paying for the CD bit?

2 How much would a Sega CD cart cost? Would it be cheaper than Mega Drive cartridges?

3 Are Streets of Rage I and II coming out on the CD?

4 Do you have any screen shots of Streets of Rage II for the Mega Drive?

5 When are you doing your review of Streets of Rage II?

If you can answer all these questions then you're a true Glaswegian, and as you can gather I am thinking of buying Street of Rage II.

Cheerio the noo.

PS Can you send me all the staff's autographs.

PPS Please print this letter or I'll make you.

Stephen 'The Malkier' Douglas, Edinburgh, Scotland



Gerry: Well, let's start by saying that £200 pays for the CD unit only. As for the price of CDs they aren't officially available in the UK at the moment. However, a little bird informs me they should retail for around the same price or slightly more than the average cart.

We have heard of no plans to release Streets of Rage I and II on the Mega-CD, but if we hear anything you'll be the first to know.

In answer to the last two questions I can only say that Streets of Rage II should be released early next year and as soon as we acquire a copy it will be reviewed. No screen shots as yet are available. Watch this space for news as we get it.

PS It would take more than a sheep loving Edinburgh person to stick the head on me. Bye.



John: You could try watching the grey importers for Streets of Rage II. We're told that the Japanese version (Bare Knuckle 2) should be out by Christmas.

I am 67 years of age and possess a Mega Drive. I have been an addict for a year, initially because of the sport games, eg PGA Golf, but I now like platform and RPG games.

I am currently into Sword of Vermillion and hope later to get Shining in the Darkness. I have your complete editions. It's a very good mag, keep up the good work Yours sincerely

Ernest G Waterman, Southampton

PS I think you would be surprised at the number of old uns who are into the games business.



Gerry: Well Ernest, it's always nice to hear from the more mature players out there. Thanks for your comments regarding the quality of the mag, it's good know to that the writing style appeals to all ages. As for your comments about you "old uns" playing games I can see your point. Being the grand old age of 25 most of the people who work here at MAG consider me old. What do they know?

FREAK SHOW

Dear John

Up until now I've been reading Sega Force, a mag with crap reviews and crap screen shots. When I first got your mag I looked at the contents page and thought what an ugly lot of dickheads.

First there's John – a Bill and Ted fan and Pam, has she been eating golf balls? Oh and what can I say about Jools, he's got constipation. But when I looked inside the mag I thought maybe

they're not dickheads (still ugly) except John who looks as if he's done something instead of having constipation all his life!

We'll done

Martin Sadler, Pitstone, Leighton Buzzard



John: I wasn't aware that being a Bill and Ted fan was something derogatory! As for your insults regarding other people on the team why did you miss out Hugh, Gerry and Dave eh? What have they done to escape your sharp wit and sparkling observations on life? Oh, we don't like to mention Pam's little problem!

Dickheads eh? I s'pose it takes one to know one.



Gerry: Yes dear readers, this is the sort of bollocks we have to put up with every time the

postie graces our office. Surely someone out there

has something relevant and intelligent they want to get off their chest, so please, please drop us a line. Remember though this 'letter' is an example of how not to set about getting in touch. Oh, while we're on the subject, if you fancy yourself as a bit of an artist why not send in anything you have created – you might win a game if you do!

NEW TECHNOLOGY

Dear Sir/Madam

I am writing to you at MAG to see if you could send me any information about the Mega-CD as I am interested in buying one and would like information about games, prices of games and the price of the Mega-CD.

A Wells, Andover, Hants



John: Answers: Not many at the moment, but when it's released there'll be about 20. They'll cost about £40 and it'll cost £199-£249 depending on what sort of a mood Sega is in.



Gerry: Read the mag then matey. You'll find that there's a feature on Mega-CD every month!

IT'S A SENSITIVE AREA DOCTOR!

Dear Dave,

Please, please, please send me a Turbo Touch 360. I got a terrible cramp in my hand while playing Evander Holyfield's Real Deal Boxing so I had to stop. I was on my 37th round. I'm sure you know what it is like after all you are a demon games player.

Michael K



Dave: In answer to your pitiful plea, I'm afraid I can't be Santa Claus this Christmas for you. Lord knows I try but I always get hauled into some hostelry near the Christmas period. Anyway, the only way to become a demon games player is to be like me and use proper joypads and not these incredibly over-sensitive things. (He doesn't use Fairy either! – Pam)



NEXT

MONTH

STOP PRESS!

D

elphine software, creator of Virgin's Another World on the Mega Drive and titles like Cruise for a Corpse on home computer, is to release its first Mega Drive led product through US Gold.

Called Flashback it tells the tale of a scientist who

discovers that an alien race has penetrated the highest echelons of human society all around the world.

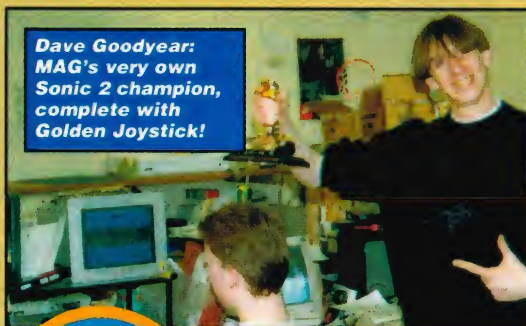
Before he can go "Oi! Just hold on a moment!" he is whisked off to a bizarre jungle moon at the other end of the galaxy with his memory erased, his wallet emptied and his handkerchief stolen. He must escape.

Flashback will take the form of an exceptionally well

animated platform that takes the excellent graphical style of Another World and improves it no end to give what will be up there among the best graphics on the Mega Drive.

With a puzzle and exploration element to the gameplay as well as the shooting and jumping Flashback has all the necessary elements to make it a real winner. See next month's issue for more info!

STOP PRESS!



Dave Goodyear: MAG's very own Sonic 2 champion, complete with Golden Joystick!

T

oday we can exclusively reveal Dave 'golden' Goodyear has lost none of his joystick talent. The Sonic 2 competition took place at no less a place than the Gamesmaster oil platform and, according to inside sources, Big Dom 'Arbroath' Diamond was reported to have confided "My money's on young Davey".

This confidence booster worked wonders and before a worldwide audience of millions the children from Future and EMAP succumbed to young Dave's superior Sonic 2 skills.

When mobbed by fans and press afterwards Goodyear stated "I'm the world's number one, and that's official". Reports of offers from Steven Spielberg and Penthouse Magazine remain as yet unconfirmed!

Watch out for Dave on Gamesmaster sometime in late February.



A

Il being well, Sega's hot new beat'em-up Streets of Rage II will be reviewed!

Batman Returns is due to hit the shops just before Christmas and we'll have a review showing you how it measures up.

There'll be the ultimate selection of players' guides with Indiana Jones, Road Rash II, Universal Soldier, Lemmings and more

As issue six is our New Year mag we'll be bringing you our predictions for 1993 in the MAG Almanac. Could any of them come true?

Ever wondered what Sega's next generation console could be like? Next issue will reveal all.

All that's left for us to say now is...Have a Merry Christmas and a Happy New Year!

WHOOOPS!

Our lovely Universal Soldier poster last month was missing one tiny little thing. Just in case anyone out there was thinking of printing their own posters, Don't, we should have printed the following copyright message: Copyright (c) 1992, Carolco. Sorry chaps.

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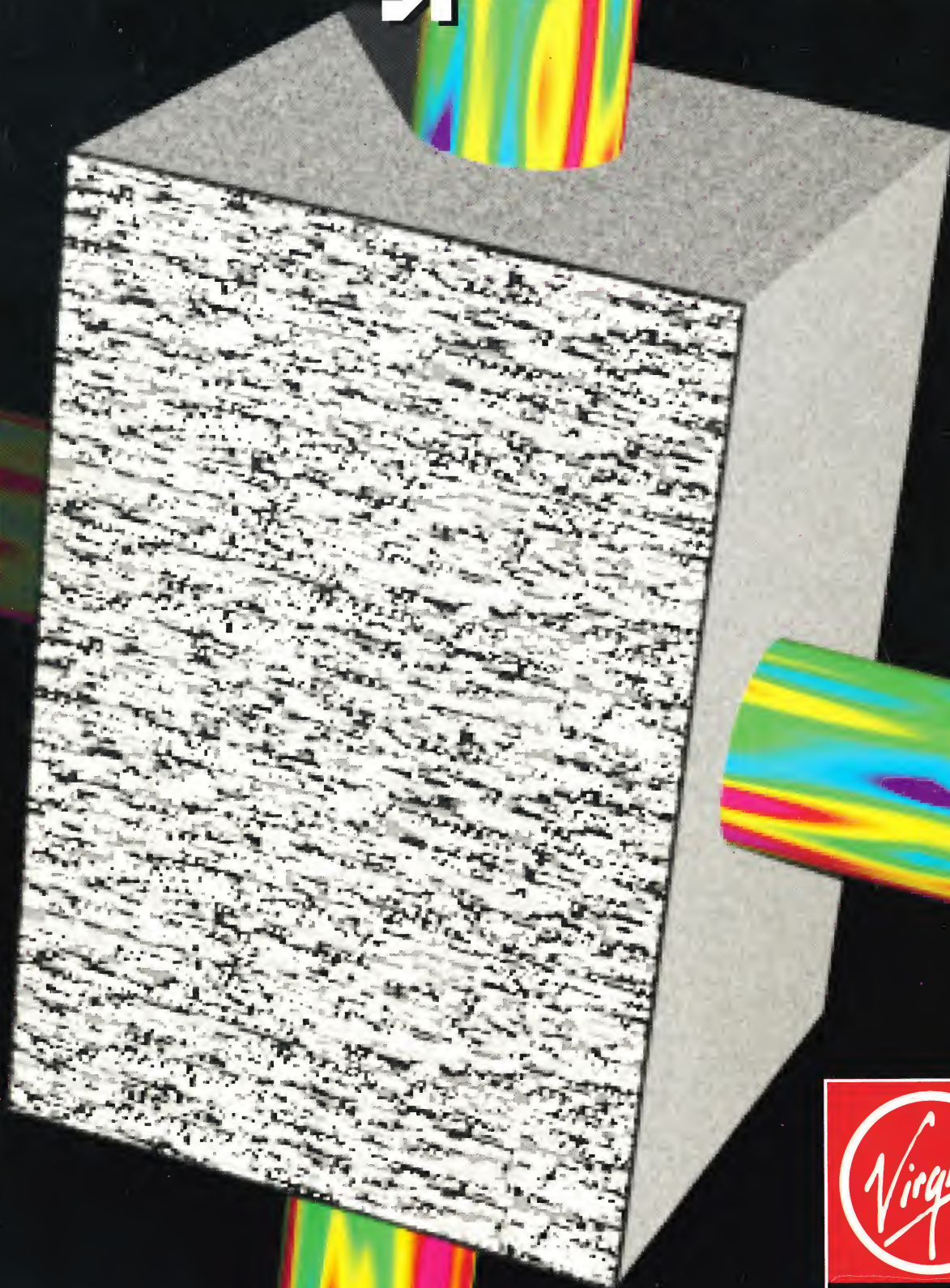
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Further adventures in hyperReality



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